

JIHAD is an amateur publication for the refereeing of postal Diplomacy(tm) games and other conflict simulations.

Published monthly by Glenn Overby, 23096 Tawas, Hazel Park, MI 48030. JIHAD subscriptions are available from the publisher at an annual rate of \$9.00 (12 issues).

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Larry - A sub check for XENOGOGIC is forthcoming.

How about a "Theme game" for oenophiles (i.e. wine lovers)....

*Yours,
Glenn*

PS - My "report card" comments might be with the check. E

#13

Jihad!

jihad!

جهاد!

Anniversary Issue

Opening Guns

It's funny how you can look forward with eager anticipation to a time in the future - and find when you get there that you don't know what to say...

That's where I am now, as I put the finishing touches on this first anniversary issue of JIHAD. It's never easy to sum up the events of a full year in a short space, but I'll lead off with an attempt to do so.

The two persons who must inevitably share credit as the "inspiration" to start up this zine are John Daly and Roy Henricks.

I entered the postal gaming hobby in October 1979 by answering an ad in the Avalon Hill General. The ad was put in by a man who was guest GMing in Roy Henricks' zine Envoy and needed players for his Kingmaker game. It turned out that my reply was too late for his game, but my name was passed on to Roy - who promptly sent me a sample of Envoy.

It took me no time at all to sign up for Kingmaker and Diplomacy - and, once other publishers smelled "new blood", I started getting samples of many other zines. One of these was Daly's The Dogs of War, which I subbed to immediately - in part because I could make up the seventh for a Dip gamestart (1980 Q).

All was just fine for a few months, with six games in two zines, until Roy picked up the 18 orphans from Dennis Agosta's zine Command. Roy was a player in six of the games, and thus sought out guest GMs to run those games so he could play them out. I figured that it couldn't be too hard to run one game, so I offered to help Roy out in his jam. The result was 1978 CP...my first GM spot.

About the same time, John Daly ran an item in Dogs asking for GMs to run some Orphan Service pick-ups in his zine. I still remember the phone calls with John a bit over a year ago...after a bit of talking in which we established that our GMing philosophies were compatible, he asked if I planned to run the game or games in a "subzine".

I didn't know what in God's name a subzine was then, but John seemed to feel it was the easiest way to set up the games, so I did it. JIHAD was that subzine - 1977 IT and 1978 FK its first games - circulation 13.

John and I had a small deadline screw-up for issue #2 - nobody's fault, really, just Murphy's Law in operation. I had to send out #2 on my own...and the thought occurred to me that it might be easier in some ways if I didn't have to coordinate deadlines with anyone.

My typewriter was giving up the ghost - so I bought myself the one I'd been promising myself since my freshman year of college. I figured that Xerox was too expensive for long-term use (how RIGHT I was) - but a talk with Dave Grote at Speedy Printing of Hazel Park, where I'd had several jobs done for other groups and organizations, convinced me that a PRINTED zine wasn't beyond reason.

Two more phone calls to Roy and John - to discuss plans and, in Roy's case, to get advice on formatting and the like since Envoy used the layout I envisioned - and the 4-page #3 came out by itself. It was off to the races from there.

I could chronologically run down the gamestarts, articles, and major items of the past 12 months to show where this thing has gone, but one set of numbers tells the tale:

#1 - 13 circulation/2 games/2 pages; #2 - 13/2/2; #3 - 12/2/4;
#4 - 14/2/6; #5 - 27/3/8; #6 - 35/4/16; #7 - 46/6/12; #8 - 54/7/16;
#9 - 62/8/16; #10 - 67/11/28; #11 - 85/14/24; #12 - 91/15/24; and finally
#13 - 101 circulation, 15 games, 36 pages.

Such a long, long way from two Xeroxed sheets...

(more next page)

Game Openings are available in the following:

Regular Diplomacy - \$2 gamefee. Seven players - Osborne, Maston, Slaughter, Jones, Murray, Wilson are registered.

International Regular Diplomacy - \$5 gamefee - Porteny, McDonald, Bowen, Pearson, Butcher(?), Puentes(?) are registered.

Still need one or two players from outside the USA. Six week deadlines will be used.

Bourse - \$2.50 gamefee - Luedi, Carlson, Marsden, Brown, Crane are registered.

This economic game is attached to the International Dip game. Rules were published in JIHAD #12.

Guest GMed Regular Diplomacy - GM: Jeri Overby (same address). Write her concerning gamefee. Wilson, Bates, Anderson are registered.

Purest Diplomacy - No fee. Seven players. Rules for this Diplomacy variant can be found on page 34 herein.

Future Game Openings - will open when existing games close. Write if you're interested.

Wooden Ships and Iron Men - Six players in two teams of 3. This will be a DYO Revolutionary period scenario, British vs. Franco-American.

Anarchy - A 34-player Diplomacy variant where all players start with just one home supply center.

Unspecified Islamic Diplomacy Variant - this may be an original design. More details when I have them...

Changes of Address (players only...)

Sharon Bratcher (A Mighty Fortress 81) - 5660 Boyer St, Philadelphia, PA 19138

Alan Dickinson (1980 IF) - 19762 Olympia, Detroit, MI 48240

Kathy Byrne (1981 C) - 160-02 43rd Ave, 2nd Floor, Flushing, NY 11358

Michael Whitty (Mensa #14 aka 1981 AQ) - 12358 Longworth, Houston, TX 78705

** ** ** ** **

Standby Lists

Diplomacy - D'Alessandro, Kelly, Steagall, Moir, Shaddix, Larzelere, Puentes, Verheiden, Mercer, Palter

A Mighty Fortress - Thornsen, Shaddix, Puentes, Del Grande

Machiavelli - Davies-Morris, Palter

Variants** - Mercer, Wilson, ~~Butcher~~, Davies-Morris, Carlson

** not all stand by for all variants

Opening Guns continued from page one

So it's all boiled down to now - with one year successfully mastered and several more in the offing. As long as JIHAD continues to provide a reliable games service for Diplomacy, variant Dippy, and other adventure games - and still maintains a solid grounding in non-adjudicative material on the gaming hobby - I'll be happy, and I hope you will be too.

Any special issue like this is only as good as the people who contribute to it, of course. I offer my special thanks to the writers who took the time to submit their items, to my subzine editors Mom and Sis, and to two others whose names would not otherwise appear: Mike Conner for his two "JIHAD"s that adorn the first page, and Dave Grote, my printer, for his patience with my foibles, even as I have had occasion to be patient with his.

This issue is an end and a beginning - an end to one year and a beginning of even better days to come. Enjoy!

((Ronald J. Brown is the newer half of what is believed to be the only pair of publishers with the same name ever to publish Dipzines at the same time. This Ron Brown is from Quebec (not California) and publishes Snafu (not Murd'ring Ministers). Ron's active with the Mensa Postal Dip Special Interest Group, and has been publishing a little less than a year.

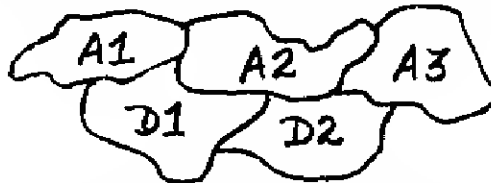
This article, Basic Defense Strategy, is aimed at the novice Dipper and discusses a variety of choices for dealing with tight situations.))

Basic Defense Strategy

by Ronald J. Brown

Negotiations have failed, your allies won't listen to reason, and troops of a different colour are sitting on your borders. You can pray, panic, send poisoned letters, threaten, get hysterical, get your mother to plead on your behalf, or you can defend yourself.

Below are basic situations which you may face; first when you have an equal number of defenders, second when you're outnumbered. Each comes with possible solutions that you can choose from. In all cases the attacking units are A and you, the defender, are D.



I. A1 and A2 are attacking D1 and D2.

Solution 1: D1 and D2 give each other mutual support in holding.

Advantage: You gain time to bring up additional defending units.

Disadvantage: You gain no position, and A has time to bring up additional attackers.

Solution 2: D1 attacks A1; D2 attacks A2.

Advantages: If attacker uses A1 for the attack supported by A2, then you've defended your position and have the advantage and disadvantage of solution 1. If he changed his mind about the attack and moved elsewhere you'll be gaining positions from him.

Disadvantages: If attacker uses A2 for the attack, supported by A1, then D1 will be dislodged; however, you will gain A2's position--which could be an advantage.

Solution 3: In this scenario, D1 is the only one which can be successfully attacked, so use it to attack A2, supported by D2.

Advantages: If attacker uses A2 for the attack, you've stood him off. If he uses A1 for the attack, you dislodge A2, forcing it to retreat.

Disadvantage: There is an even chance you are giving A D1's position. How important is it? How important is A2's position--which you will get if he gets D1.

Solution 4: Use D2 to attack A2, supported by D1.

Advantage: You will stand off an attack from A1.

Disadvantage: D1 will be dislodged by an attack from A2, but D2 will gain A2's position. How important are the positions?

Summary: Solution 3 is best if the exchange of positions gives you an advantage. Solution 1 is the safest, but whether or not it is a good solution depends upon the positions of other attacking and defending units. Who gains most from the added time? Solution 2 could turn out like #1 or like #3. Solution 4 is probably the weakest, but it all depends on the actual situation on the board and where other units are located.

II. D1 and D2 are under attack from A1, A2, and A3.

Solution 1: D1 and D2 support each other in holding.

Advantage: Attacker gains only one position from you.

Disadvantage: The attacked unit will be dislodged and A has all the options: whichever one he attacks, he will get.

Solution 2: D1 attacks A1 or A2; D2 attacks A2 or A3.

Advantage: as in 1, 2 above.

Disadvantage: One of your units will certainly be dislodged and the other will likely bounce. Of course, if A decided to attack with only two units, or to move off, this would probably be your best response.

Solution 3: Use one of your units to attack A2, supported by your other unit.

Advantage: You may dislodge the unit you've attacked.

Disadvantage: Dislodging an attacker is a long shot. More likely you'll still be dislodged and get nowhere.

Summary: There is no sure way of holding off an attack by three units with two (or any attack where you're outnumbered). Odds are that no matter which defense you chose, the attacker will succeed. But you can lessen your pain. An attack by the defender is often the best defense when you're outnumbered. Holding and supporting will gain you nothing. Select your target and attacking unit with care, remembering that the attacked unit cannot cut support ((directed against itself, that is - GEO2)), but it can hold off, or even dislodge an enemy unit if it has adequate uncut support.

In general - attack and defense positions are not always as clear-cut as in the diagram, but you can use the ideas. If one of your units is going to be attacked, keep your cool. Can you use that unit to attack the attacker instead? Can you cut the support for the attack? Can you dislodge one of the enemy units? Is it possible to give up a position and gain one from him? What unit is he going to attack with and which is the supporter? This could be vital. Study his past record of attacks to get clues.

Don't overlook the value of retreating in the face of an attack. If a unit under attack retreats the attacker may well waste units giving unnecessary support and that may benefit you. A well-planned retreat could draw an attacker into a trap so that you can easily recapture the position next season, possibly destroying the enemy unit in the process.

When defending a position, do not overlook the rule prohibiting self-dislodgement. It can work to your advantage. Consider:



You own the SC and want to keep it open for a build without losing D1. Order D1 to the SC and D2 S D3-D1. You'll bounce A3 out of the SC and the attacker cannot take D1 because he's attacking with two units, but so are you! Everything remains where it is. (Of course, if he uses all three units to attack D1 instead, you wind up in the SC--but at least the enemy isn't there.)

Then there's the self-bounce to protect a SC or other position where you want to keep out an enemy without actually occupying it yourself. Simply attack the centre from two different directions equally well supported. Of course, if one of your supporting units is cut so that one attacker has more "weight" than the other, then you'll move into the SC whether you like it or not.

If an enemy intends to bounce you (or someone else) to keep a centre open, you can always give him unwelcomed support. It doesn't matter if one wants or asks for support or not: if it's written in the orders, it takes effect.

Finally, there's a situation where one unit can protect two centres. You have a unit in one centre with an enemy unit poised to attack. But another enemy unit is prepared to attack an adjacent centre. If you attack the other centre, so that you bounce the enemy out, you remain in the original centre and the enemy unit cannot dislodge it.

The actual strategy of Dip is rather straightforward, but with a little imagination you can make the rules work for you. Perhaps the best

defense of all is simply to study and restudy the Rulebook.

Ronald J. Brown, RR #2, Maniwaki, Quebec J9E 3A9, CANADA

((The following hobby service announcement is reprinted from Runestone #319--John R. Leeder, 121 19th Ave NE, Calgary, Alta. T2E 1N9, CANADA.))

Announcing the 1981 North American Zine and GM Polls!

The Fourth Annual N.A. Gamesmaster Poll: You may participate if, at any time in the period beginning 1st April 1980, you played in a postal game of Diplomacy (regular or variant) for long enough, in your assessment, to gain some estimation of the quality of GMing service provided. Rate each gamesmaster under whom you played by name on a scale of 0 to 10 (0 being total incompetence, 10 perfection). No fractions, please. Rate only GMs in whose games you have been an active player during the specified period.

Only ballots which follow the above specifications will be accepted. Also, as a help to me in tabulating results, please list GMs in alphabetical order by surname.

The Fifth Annual N.A. Zine Poll: You may participate if, at any time in the period beginning 1st April 1980, you received at least one publication substantially devoted to Diplomacy (including genzines, house organs of Diplomacy organizations, etc.) Please rate only publications of which you saw enough copies to be able to form an assessment of the overall quality of the publication. Rate each publication on a scale of 0 to 10 (0 being total worthlessness, 10 being perfection). No fractions, please. Please endeavour to base your rating on the quality of the zine itself (as you assess it) rather than on extraneous factors such as hobby feuds, the publisher's personality, etc. Subzines should be rated separately to their parent zines.

Sign your ballot and indicate one way in which you participated in the hobby during the poll period (in order to establish eligibility). All votes will be kept confidential. Only ballots which follow the above specifications will be accepted. Please list zines in alphabetical order to help me in tabulation. Zines currently defunct should be rated if they were active during the poll period.

Deadlines for both polls will be June 30, 1981. Tabulation will be done as soon thereafter as circumstances permit.

((I strongly endorse this effort--my ballot's already in--and I encourage all subscribers to JIHAD to voice their opinions in the "Leeder Poll". This is the shy person's chance to put in their 2¢ worth...))

JIHAD will publish complete poll results as soon as John completes his work and sends them to me - probably the September issue.))

Hobby Census Update

At this point, I believe that I have virtually all the lists I'm going to get. The lists I have are about 90% compiled by state now, and I expect to start typing things up by the 15th.

The Census will be available, barring disasters, at MichiCon 10 in Rochester, Michigan on June 12-14. I believe the cost will be \$1.00, which might (just barely) cover the expenses involved.

Copies of the Census will also be available from me by mail starting June 15th, and I'm trying to make arrangements for face-to-face availability at DipCon in San Mateo, CA in July.

I'd like to publicly thank the many publishers who cooperated in getting this long-undone project together. Some of you had to go to a great deal of effort to get your lists to me, and I want you to know that your efforts are not unappreciated.

((This humor piece was submitted by a well-known Dipper who prefers to remain anonymous. I understand that it's one of a series that will be in various hobby zines...))

A Day in the Life of Tom Swider

by "Mom Swider"

Many of you have written me and asked me what it's like living with a Mediocre Turkey. Well, last month on April 3 my sonny turned 17, and I prayed it would raise his mentality. It did, but unfortunately he now acts like a 3 year old.

Sometimes I think I sound like a broken record. Every morning before school, I say "Tommy, your shirt's on inside out...no, Tommy, now it's on backwards. I've been telling you for 16 years - the tag goes in the back." Tommy please stop watching Captain Kangaroo, no you can't stay and dance with the dancing bear. You must go to school!!

Today Tommy comes home from school crying (this is a normal occurrence). "What's the problem today, Tommy?" Tommy says, sobbing, "One of the boys in the gym stole my wedding picture of Marsha and Jan Brady that I had in my locker. I can't win a baseball game unless I can kiss them every day before I go on the field!" Tommy, why can't you be like normal 17 year olds, and have a picture of a sexy broad in your locker? Tommy says, "Alright, Mommy, which picture of you can I put in my locker?" Oh, he is so helpless.

Tommy, oh Tommy, guess what day it is, that's right - Friday. And you know what that means - bath time. No, Tommy, you can't wait 'til Saturday. I've been waiting for Saturday for a month now, you stink! Even Mike Barno won't go near you. But wait - today bath time will be fun. I bought you Spiderman bubble bath, and an Aquaman snorkel, and best of all a new rubber ducky that even says "Quack, Quack". (It must know it's in the tub with my 17 year old lunatic).

Now don't you feel better! I hear Barb Barno is coming over to play with you tonight, are you going to play DOCTOR (oh, please say yes). Tommy says, "No, Mommy, Barb and I are going to play cards." (Oh, there is hope for this boy) Shrewd move, Tommy, inviting her over to play Strip Poker! Tommy, irritated, says "Mommy, stop being so nasty, we're going to play our favorite game Go Fish. And if Mike comes over we get to play Old Maid later."

Thank God, his friends are here, my sanity is not long for this world. "Mommy, Mommy, Barb is cheating" (I can't take this!) Tommy, why don't you have something to eat. "Good idea Mommy, do you have anything good?" Yes, I have pizza, or hamburgers, or pigs in a blanket! Tommy yells, "How come you always try to feed me that junk, my friends and I want Animal Crackers so we can make the sounds of the animal we're eating. You know I like that game!" Well, Tommy, I don't have any animal crackers. How about Howdy Doody ice cream with Pearson Blueberry Whip topping? (From the other room I hear the three of them cheering, guess this is a nice compromise. I'd better give Tommy Jihad while he's in a good mood.)

Tommy starts reading the Press Game, and then I hear it. "Mommy, Mommy (he's crying again) that nasty Keith Mercer stabbed me again! Mommy please call up his mother, and tell on him, he never listens to me, please tell on him." Look Tommy, I don't think that Keith lives with his mother, and I don't think his mother would care, and I've told you before you have to stop being a tattletale or nobody will want to play with you except Barb and Mike Barno. Why don't you stab him back - I think that's a good idea. "Mommy, no one will help me, that mean lady sent back my quarter, and Marion Bates sent me a sympathy card, no one likes to play with a TURKEY." (Here he starts crying, again)

Go to bed, Tommy, I'll get your pacifier. Good night, Tommy. Good night, all!

((Those of you who are mystified by the above - check out the press in 1981 C from issue #11 to the present. It may increase your understanding.

Tom, if you'd like to respond, I'll try to find equal space for equal wit...))

((Lew Pulsipher has been one of the stalwarts of the Diplomacy variant hobby for several years now. He is the author of Diplomacy Games and Variants, the first (and, to date, the only) commercially published set of Diplomacy variants. Lew is also currently the Variant Editor of Diplomacy World, and is a former Miller Number Custodian.

This variant, The Lords of Law and Chaos, was designed by Lew in 1978, but was allowed to languish in his archives for want of playtesting. It is published here for the first time.))

The Lords of Law and Chaos

a Diplomacy variant by Lewis Pulsipher

The premise behind this variant is that gods are created and nurtured by worship, and that these gods may, if sufficiently worshipped, aid their followers. In this variant there are two groups of gods, the Lords of Law or White Lords, and the Lords of Chaos. To worship Law is to stand for order, discipline, hierarchy; Chaos is disorder, anarchy, complete freedom. Of course, worship of the two alignments usually balances so that neither extreme is reached.

Readers of Michael Moorcock's Elric stories will be familiar with Law and Chaos, though in this case there is no personification of the Cosmic Balance. Such writers as L. Sprague de Camp and H. Kuttner (if memory serves) have suggested creation of gods by worship.

Ideally one should have a new, fantasy board for this game. The rules can be adapted for use with fantasy variants such as Song of the Night, but as written here they are for use with the standard Diplomacy board and countries.

0. The 1976 edition of the Rules of Diplomacy shall be in full force and effect in all cases where it is not in conflict with these rules.

1. Each supply center of the proper alignment owned by a player yields five supply points (SP) in Winter. Four SP must be expended to supply one unit for one year. SP may be accumulated if not spent, but they may not be transferred to another player.

2. SP may be expended in worship of either Law or Chaos. Allocations for each year are made during the preceding Winter adjustments. A country may not worship one group in one year and the other group in the next - at least one year of "neutrality" must intervene, during which no SP are allocated to worship.

3. There are three types of supply centers: law, chaos, and universal. A lawful or chaotic center is counted as a supply center only if the owner worships the correct group of gods. If the owner presently worships neither group, for purposes of this rule he is considered to worship the last group that he worshipped before adopting neutrality. A universal center always counts as a supply center, regardless of the worship of the owner.

For example, a player owns 3 law, 2 chaos, and 2 universal centers in Winter. He declares that he will worship noone this year. Consequently his last previous worship (in this case chaos) counts, and he receives SPs for 4 centers (2 chaos + 2 universal) - a total of 20 SP.

In the next Winter he owns the same centers. Now he declares that he will worship Law (expending at least 1 SP doing so), and he will receive 25 SP for 5 centers (3 law + 2 universal).

In a separate session after Fall retreats but before Winter adjustments all players declare simultaneously who they worship; how much they allocate to worship is decided during the actual adjustment period.

A player may only build units in home centers of the proper alignment (or universal).

4. The game begins with a negotiating session followed by Winter GY (Gods' Years) 00. Each player receives 16 SP (Russia gets 20). Players simultaneously build units in their normal home centers and allocate worship points. Each player must worship one alignment or the other in Winter GY00. Players also assign locations and alignments of centers as described in rule 5. The game then follows standard Diplomacy procedure.

5. After Winter GY00 players must assign locations to some additional supply centers, and designate the alignment of two home supply centers.

The capital is always a universal center - Vie, Lon, Par, Ber, Rom, Mos AND StP, Con. Each player must designate one of his other centers as lawful and the other as chaotic. Appropriate markers should be placed on

these centers. In addition, the player must locate one lawful and one chaotic supply center in two of his provinces which are not normally supply centers; mark them appropriately. (Note: center markers can be most anything - coins are particularly good. Keep the papers on which designations were written, in case things get knocked about. Moving a center marker is illegal and grounds for dismissal from the game!)

6. Non-player centers have alignments as follows:

Universal: Nwy, Spa, Ser, Bul, Rum, Hol, Tun
Law: Swe, Den, Por, Gre, Switzerland
Chaos: Bel, Albania

Switzerland is passable and a supply center; Albania is also a supply center. Notice that there are more law than chaos centers, for lawful principles are obviously more favorable to reaching decent production levels because cooperation is encouraged.

7. In order to determine the overall strength of a group of gods, total the worship given to them over the most recent four game years. (Assume that worship for each group in each year prior to the start was 5 SP.) The strength levels are as follows:

| | | | |
|----------------|------|-------|------------|
| strength level | 1 | 2 | 3 |
| worship total | 1-39 | 40-79 | 80 or more |

Keep a side record of each player's worship over the years:

| | | | | | | | | | | | |
|------|----|----|----|----|----|----|----|------|------|------|------|
| | A | E | F | G | I | R | T | TotL | 4yrL | TotC | 4yrC |
| GY00 | 3L | 3C | 1L | 1L | 1L | 6C | 3C | 6 | 21 | 12 | 27 |
| GY01 | n | 3C | 5L | 5L | n | 2C | 4C | 10 | 26 | 9 | 31 |

(TotL-total law; 4yrL-4 years law; TotC-total chaos; 4yrC-4 years chaos)

8. If a player ranks sufficiently high among those who have worshipped a group of gods, he may request a favor from them. A player's rank is determined by comparing the number of supply points allocated by him to worship for the year with the number allocated by other players worshipping the same alignment. Allocations made in Winter determine ranks for the next year. Each player may request not more than one favor per year. If players are of equal rank, to break the tie look at previous years' worship to see who was higher; if that fails, roll dice to break the tie.

Example: Using the table from rule 7 - in GY02 the ranks would be as follows: Chaos - 1)Turkey; 2)England; 3)Russia. Law - roll dice between France and Germany for 1 and 2.

9. Favors are requested along with orders for the current season. Chaos worshippers, therefore, will NOT know whether their request is granted when they write orders, and they may NOT make their orders conditional upon the request's success or failure. The failure of a request still counts as the chaotic worshipper's one request for a year.

Orders may not be conditional on whether or not the favor is blocked by a "counteract" favor.

Lawful favors may not be used against players who presently worship Law and have not worshipped Chaos in the two preceding years. Chaos may not request "counteract" favors.

10. There are several kinds of favors. The extent of the favor that a player may request depends on his rank (rule 8) and the strength level of the gods (rule 7). A chaotic player must choose which listed favor to request - he then rolls a die, and the request is granted if the die roll is within the indicated range. A lawful player may call for a favor of the listed class or of any lower class.

The favors are as follows:

A: One of the following:

1. One designated opponent's unit may not give support, but may move or receive support.

2. One designated opponent's unit may not move, but may give or receive support.

3. One designated opponent's unit may not receive support, but may move or give support.

B: One of the following:

1. Counteract one A favor.

2. Immobilize one designated opponent's unit - it may not move or give support. It may be supported in place.

3. Isolate one designated opponent's unit - it may neither give nor receive support, though it may move.

C: One of the following:

1. Counteract one B favor, or (if none attempted) one A favor.
2. Destroy one designated unit.

3. Order one designated opponent's unit as desired - the order given to it by the owner has no effect.

D: Prevent a player from building any units.

The counteract favor protects all units of the designated player (not necessarily the requestor) from one favor called for by an opponent. If more than one opponent successfully calls for a favor against the counteracting player, chance determines which favor is counteracted. Even if no favor is counteracted the counteraction favor is used up.

Favors take effect along with other orders for the season, except the C2 favor is executed before adjudications. Favors do not continue beyond the season in which they are called, and favors do not affect retreats.

11. A player wins when, at the end of two consecutive Fall turns, he owns units on the board equal in number to a majority plus one of all units on the board. E.g. if there were 31 units one Fall and 33 the next, a player would need 16 the first year and 17 the second to win.

Favors Table

| LAW: Gods are - | level 1 | level 2 | level 3 |
|-----------------|---------|---------|---------|
| Rank 1 | A | B | C |
| Rank 2 | - | A | B |
| Rank 3 | - | - | A |

no favors to lower ranks...

| CHAOS: Gods are - | level 1 | level 2 | level 3 |
|-------------------|-----------------------|--------------------------------|----------------------------------|
| Rank 1 | A 1-5 B 1-3 C 1 | A 1-5 B 1-5 C 1-3 D 1 | A 1-5 B 1-5 C 1-5 D 1-3 |
| Rank 2 | A 1-4 B 1-2 C 1 | A 1-5 B 1-4 C 1-2 | A 1-5 B 1-5 C 1-4 D 1 |
| Rank 3 | A 1-4 B 1-2 | A 1-4 B 1-3 C 1 | A 1-5 B 1-4 C 1-3 |
| Rank 4 | A 1-3 B 1 | A 1-3 B 1-2 C 1 | A 1-4 B 1-3 C 1-2 |

no favors to lower ranks...

Lewis Pulsipher, 700 Morreene Rd Apt C-11, Durham, NC 27705. I'm sure that Lew would be very interested in the results of any playtesting which you readers see fit to conduct...

A Zine Plug or Two...

WHITESTONIA - published by John Caruso, 160-02 43rd Ave, 2nd Floor, Flushing, NY 11358. The leader of the faction which ridiculed "mini-typewriter" zines like this one has converted! John's print is even smaller than mine, now...

Turning serious for a moment, though (if it's ever possible to be serious about W) - this is one of the zines that I eagerly anticipate each month. Whitestonia tends to be a very wide-open zine, and anything (or anybody) is fair game. The object seems to be simply to have fun. (After all, any zine that would run a game of "Dip Chutes and Ladders" - and have 10 players sign up!! - has got to be having fun.)

Somewhat less esoteric offerings include Diplomacy, Nuclear Holocaust, Wooden Ships and Iron Men and Mastermind.

Finally, Kathy's Korner is quite simply the most unusual letter column around. It must be seen to be believed.

Write with a stamp or two for a sample...

((Eric Verheiden is a long-time Dipper with over 100 games under his belt - approximately 40 of which have ended in wins or draws. He was voted tied for #1 in last year's North American GM Poll, and presently serves as treasurer of the North American Diplomacy Federation.

In the "real world" Eric is a systems analyst in Azusa, CA. He is 27 years old, unmarried, and holds a graduate degree from California Institute of Technology.

This is the first of a series of "annual" commentaries on the "Press Game" 1981 C. Eric has been over this ground before, acting as a commentator in such zines as Passchendaele, Egnog, and Hoosier Archives. He has also GMed demonstration games in Claw and Fang and Diplomacy World.)

1981 C Commentary: 1901

by Eric Verheiden

The press game opened with a lot of press and an apparent, rather unusual E/G/R alliance. It will be noted that the moves by England (Guajardo) and Germany (Masters) against France (Pearson) were about as aggressive as possible. Both settled for a single build each to speed up the attack. France, without evident allies, will be hard-pressed to defend. Only the natural strength of the French defensive position will enable him to put up much of a fight.

Russia (Mercer) seems as solicitous of German feelings as Germany is of Russia's. Note in particular the ultra-non-offensive move of F StP-Fin. The southern situation appears very muddled. A very conservative opening was followed up by a move on Turkey after Turkey moved to the Black Sea. Turkey (Swider) quickly pulled back, but this may not be enough to salvage the situation.

Italy (Carne) may be involved in the apparent E/G/R troika. His opening appeared mildly anti-French, however he has also been doing a lot of head-bumping with Austria. Austria (Byrne) has parried the thrusts so far and has remained neutral between Russia and Turkey.

As in most games, the builds and Spring 1902 moves should tell a great deal more about the initial alliance structure. The west seems fairly settled, E/G vs. F. However, the east is still quite ambiguous. The A/I conflict could be a sham or R/T could patch up their differences. 1902 should determine the real winners and losers in the alliance sweepstakes.

Game Review: The Mechanoid Invasion

Publisher: Palladium Books, 5669 Gasper Ave, Detroit, MI 48210.
Price: \$3.75. Designer: Kevin Siembieda.

The Mechanoid Invasion is the latest in a spate of science-fiction role-playing games to come off the presses. Despite the general state of overkill which much of the RPG market is entering, TMI seems to have some redeeming social importance.

TMI is NOT a game for beginning role-players. The book is written in a highly abbreviated format that presumes familiarity with basic role-playing concepts on the part of the reader.

The game is a limited-scenario RPG set on the world of Gideon E, an outpost world colonized by humans that is faced with a full-scale threat to its existence. This threat is in the form of the Mechanoids, a well-thought out culture of super-cyborgs--blends of man and machine so perfect that you can't tell where man begins and machine ends, or vice versa.

The weapons systems and combat seem to be adequately handled, but the best parts of this package are found in the development of the Mechanoids and indigenous Rovers. Very rarely are aliens well-handled in any RPG; TMI is the happy exception.

Finally, the most obnoxious errors have been corrected with an errata sheet just 3 weeks after release - and the price is right, as I've paid quite a bit more for a lot less.

It isn't perfect, but it's a credible first effort.

1981 C

"The Press Game"
ESCALATION STRIKES EUROPE

Winter, 1901

Austria (Kathy Byrne): Build a TRI, a BUD - also has a VIE, f GRE, a SER.
 England (Arturo Guajardo): Build f LON - also has a WAL, f ENG, f NWY.
 France (Al Pearson): Build a MAR - also has f MID, a SPA, a PAR (retreated from Burgundy).
 Germany (Jack Masters): Build a KIE - also has a BUR, a RUH, f HOL.
 Italy (Gerald Carne): Build f NAP - also has a VEN, a TUN, f TYH.
 Russia (Keith Mercer): Build a MOS, a STP - also has a ARM, f RUM, a SEV, f SWE.
 Turkey (Tom Swider): Build a SMY - also has a BUL, f ANK, a CON.

Deadline for Spring 1902 orders is 10:30 p.m. EDT on Tuesday, May 26, 1981. Guest commentary on this game by Eric Verheiden appears on the facing page.

Box score: Order sets submitted: 36. Press releases printed: 167. Press follows.

Rome to Berlin - Don't take it personally if I don't talk to you. I don't even talk to myself.
 Scapa Flow to HMS Ridiculous - If you think you can protect both Norway and the North Sea, you are appropriately christened.
 The Happy Austrian - I would like to dub this game "Swider's Demise". I also refuse to accept his quarter. Quarters went out with "The Brady Bunch" - oh, I forgot, he still watches it!
 Magdeburg (UPI) (DO NOT RELY UPON THIS DATELINE FOR AUTHORSHIP - GM) - Reverend Father Moon Lives!
 Moscow to Paris - What was that again? An army in where and what about a fleet? I didn't get to read the entire letter since somebody's dog named BRUX tore the letter before I could. I know you'll understand.
 Paris to GM - Hey, will you look around and see if there are any spare cub scouts in Hazel Park looking for part-time work and/or a little adventure?
 Rome - Will swap one slightly used Pavarotti recording for usable Spring '02 order suggestions.
 London to Vienna - We hope that the Kaiserette will indeed be able to attend the Rites of Summer as our guest of honor. After our announcement that the Duchess was to act as High Priestess, bookings for the event increased ten-fold. The Celtic population seems especially enthusiastic. We are currently negotiating to have the Mets act as your honor guard, but that may be a sticky wicket (Oops, wrong game).
 Austria - Ms. K. Lucretia Bloodsucker Byrne announced today that she will be attending the Festival of Summer Solstice. Not only that but the Bear has promised to personally deliver the victim - prepare to feast upon Turkey!
 Thrillsville - Knock knock!
 Rest of Europe - Who's there?
 Thrillsville - Van Nuys.
 Rest of Europe (Masters in particular) - Van Nuys who?
 Thrillsville - Van Nuys have seen the glory of the coming of the Lord...
 Thrillsville - I got that one from the Bugs Bunny and Friends show.
 Hazel Park - That figures...
 Moscow to Munich - Have I lied to you yet? After all, my last name isn't Pearson, is it?
 Moscow to Ankara - Have I told the truth yet? After all, my last name isn't Henricks, is it?
 Moscow to GM - What is my name?
 Hazel Park to Moscow - How about Mud?
 West (almost heaven) Virginia - Tom Swider was turned down to become a regional distributor for "blueberry whip". Tom was heartbroken to hear that John Caruso has already been awarded the New York franchise.
 Turkey to France - Why is it that the good die young?
 Turkey to Byrne - Stuff it! (That didn't work out the way I'd planned...) -
 London to Paris - Bribe me, Al! I could use the money!

Paris - In a startling move today, President Alan Le Aire announced his intention to intervene in a U.S. Diplomacy hobby activity. Le Aire stated that France supports Jack Masters for Hobby Queen.

Austria to the Board - Please vote for Hobby Queen. Queen Jack needs all the votes he can get! However Jack definitely has all the females (even Marion Bates) supporting him! Good Luck Jack, and may the best queen win - YOU!

Kearneysville - Jack, congratulations on your nomination as Hobby Queen. You ought to wear the same dress you wore when we had supper in Los Angeles. But this time try a matching bag and shoes.

Accident Al to Klepto Kathy - Sorry Babe, but Masters' stunning Mexican peasant outfit really put you to shame. You're my second choice for Queen, but Jack showed me pictures of his sequinned, studded Cassini original. With it he won Valencia's Gloria Vanderbilt look-alike contest, thanks in part to his high-heeled lizard cowboy boots.

London to Rome - You ought to extend the Italian Riviera. I hear that beach front property around Marseilles is going cheaply.

Thrillsville - Now I know how Grabar feels!

Tom to Glenn - "Swide on by..." I don't get it.

Hazel Park - That's not all you don't get...

Thrillsville to Byrne - I bet you like watching I Love Lucy reruns.

Turkey to Austria - Gobble Gobble Feast? I know you like that kinky oral stuff. You just keep your tongue in shape and I'll supply the blueberry whipping.

Al to Tom T. - I find "Blueberry Whip" useful in all activities involving women. Don't you?

Hazel Park to Al - I guess he does. Since John's the New York distributor, I guess Kathy does, too. Any particular reason why Michigan's always behind the times on these fad diets?

Italy to England - What's worse than a Turkey in Constantinople? (A Chicken in Rome...)

Moscow - Czar Venomoski Jr. today announced the opening of Turkey season and has ordered the 1st Cossack army to return with one very small one that was seen with a deck of Old Maid cards and a rubber duck flying toward his homeland.

Moscow to Vienna - I'm returning this ~~_____~~. Thanks for lending it to me but I think Turkey needs it more.

Turkey to Italy - You can't afford to go after me. The way I see it is as follows: A/R hit me with a little help from you, while Germany and England rip France to shreds. Russia says he doesn't trust you, and will go against Germany, leaving you alone with the Bloodsucker. In fact, the west is doomed if nobody stops this A/R alliance! I'm doing my share by giving my best. PS. Hope you have an ally; you're doomed if you don't.

RBC (Russian Broadcasting Company) - Censorship of programs coming from the MCN (Mediocre Communications Network) has been ordered as of today. Since the MCN has taken it into their own hands to torment our children's minds with their recent programming. These shows are presenting the Turkish Sultan starring in such shows as Captain Kangaroo, Romper Room, and Old Maid for Jelly Beans, in which he conducts himself in an obscene manner (biting the Dancing Bear, licking Mrs. B's toes, and hand gestures in Old Maid). Personally the RBC feels he should be locked away for good.

London to Berlin - I hope to Jove that the yellow covered issue #39 of the Black Frog I received was a fake. If Honest Al did succeed in bribing you with 50 bucks, he certainly does deserve the Nixon award, while I'll take the title of Hobby Simpleton.

Smyrna - Sultan Pepa dove into a melancholy mood when he discovered he had no friendship in either Russia or Austria. The Sergeant felt increasingly angry with himself, and decided to do something about all the poor heart-broken people such as himself. To the bitter end, an army of reject Turkish soldiers nicknamed "Sergeant Pepa's Lonely Hearts Club Band" was rallied in a last ditch effort to save Turkey.

Snake to Mediocre - I have a reputation to uphold, and you're the one I just happened to pick to start it on.

Thrillsville - ELECT CRUD MARTIN FOR HOBBLE SCAPEGOAT!

Moscow to Roma - Want to take a Turkish Bath? Come to our grand opening. Kathy will be there.

Austria to Turkey - Ha! Ha! on you - I didn't even support you to Rum - and your brilliant strategy to hold in Bulgaria to confuse us gave us each two builds!

Turkey to Austria - This is a _____ - fill it in with an obscenity of your choice!

Mediocre to Snake - What the hell is this "Hsssssssss!!" stuff all about?

Raiders; you know? My favorite football team? Oh, I forgot; PA hicks are just like southerners. They just loaf around all day drinking shine. France to England - Too bad about abdicating any chance in Scandinavia, but I'm sure you'll enjoy butting heads with me while Germany gets two builds to your one.

Moscow Times - Czar Venomoski Jr. announced the moving of our nation's capital today from Moscow to Sevastopol. Reasons for this move were the Czar's wish to be close by to see if Turkeys scream before they die.

Venomski Memorial Hospital - Our beloved Czar is resting comfortably after his recent breakdown which has ben attributed to turkeyitis. All news releases from that country are being withheld from our Czar till he is totally recovered sometime next week.

Rome to Paris - I'm with you in spirit.

London to Constantinople - Keep it up with the puns, Sultan Swider, and the bones of Shakespeare will petition Parliament for war! They Camelot--sheesh!

Thrillville to Snoopy - I hate the Brady Bunch and Captain Kangaroo; I do like cartoons, though. Bugs Bunny is my favorite.

Turkey to Austria - If you believe that one, there's a state building in Binghamton I'd love to sell you, dirt cheap! (Only a few PCBs)

Red Square to Turkish Bath - I truly hope you don't mind my company because I'm going to be here for some time.

Thrillville - I hear Kathy is a great musician. You should see her rhythm section!

Turkey to Russia - Better offer? I also bet you were the only person considering a move to Silesia in hopes of getting French support to Munich...

Snake to Bloodsucker - What did you do to Italy to get him so upset? After all, Al gave him the money.

Clem to Clam - Life is like a cherry tree.

Clam to Clem - What?

Clem to Clam - OK, smarty, life isn't like a cherry tree.

London to St. Petersburg - Hallo! Anybody home? Are we still agreed? If there is a fleet on St. Pete's north shore, I suppose not.

Thrillville to Hazel Park - You missed with that hook! By the way, I heard this NEW joke. John and Kathy were in bed, and a crook broke into their apartment (Now stop me when you think you've heard this one before, OK?). The th///

Hazel Park - I just stopped you. I didn't like it the first time, either.

Moscow to London - Be careful. Italy's planning a land assault on London this Spring with his paratroopers.

IT RELIEVED MY MIND greatly the other day when I finally heard from the Miller Number Custodian about my variant number requests.

For the novices among you, Miller Numbers are assigned to variant games like the more familiar Boardman Numbers are for normal Diplomacy games. MNS are separate from BNS, but use the same format with the addition of a lower-case designator to identify the specific variant played.

At any rate, it was thought that the MNC was going into limbo and not assigning numbers any more until the happy news came. Whew!

Expect a feature article in #15 or #16 about one of the more unusual Dip experiences one can come across - a 20-player, pbm/pbp Diplomacy variant game over the course of 30 weeks. With five weeks to go, I hold 18 of the 107 centers with just one player ahead of me and only 11 left. Maybe I'll have good news to report in the article, too...but it HAS been a trip in any event!

Two other JIHAD subbers are in the game (excuse me, Dave--were in the game), and I'll try to get their comments as well.

A Mighty Fortress 81

1533

France Goes Lutheran! Pope Denies Annulment - Henry Backs Down!
 Infidels Sail Into Venice! Fleets Mass For War in English Channel!

Campaign Phase

England (Debbie Osborne): 1113 1n(*); 1312 2a; 1406 1a1n; 1603 1n;
 1708 1a; 1711 2a2n(* see notes); 1912 2a; 3005 1n(aug1).
 France (Lee McConnell): 1014 1n2a(*); 1115 2a; 1413 1n; 1505 2a;
 1812 2n(* see notes); 1913 2a; 2012 2a; 2522 2a; 2722 1n;
 2723 1n; 2822 2a.
 Hapsburgs (William Osmanson): 0422 2a2n; 0617 2n; 0629 1a; 0718 2n;
 1026 1a; 1424 2a; 1926 2a1n; 2211 3a; 2529 2n; 2617 2a; 2720 1a;
 3116 2a; 3214 2a; 3331 1a; 3412 2a; 3427 2a; 3614 2a; 3630 1n;
 3633 1n.
 Lutherans (Sharon Bratcher): 2117 1m; 2409 1m; 2510 1aBrn; 2512 1m;
 2608 1aBre; 2614 1m; 2701 1m; 2713 2aHesHes; 2815 1m; 2913 1aSax;
 2914 1m; 3005 1m; 3012 1aMns; 3013 1aSax; 3111 1m(*); 3208 1m;
 3212 2aAnhMgd; 3401 1m; 3410 1m; 3709 1m; 3805 1m; 4109 1m;
 4211 1m.
 Ottomans (Steven Davies-Morris): 3120 1n2a; 3322 1n2a; 3620 2a; 3718 2a;
 3916 2a; 4115 2a; 4733 2n; 4832 1n.
 Papacy (Michael Crane): 2411 1a; 2413 1a; 2612 1a; 3021 1a; 3122 1a;
 3226 2a.

No combat or theological debate possible.

Please make sure that all units are identified CORRECTLY; and that the movement paths are written out hex-by-hex. Failure to comply can cost you!

The E/F interruptions were resolved under the houserule where "if two players attempt to move where only one player's forces can succeed" the player who would move first in FTF takes precedence. Remember that all movement is resolved point-by-point where conflicts might occur, and that no unit may enter another player's ZOC without an Alliance or a State of War...

Taxation Phase

England - Dublin(1), Plymouth(1), York(3), London(6), Calais(3). 14,000 Crowns.
 France - Brest(4), Bordeaux(4), Rouen(3), Paris(2), Dijon(2), Marseilles(4),
 Edinburgh(1), Turin(1). 21,000 Crowns.
 Hapsburgs - Corunna(5), Madrid(3), Barcelona(4), Prague(4), Vienna(?),
 Antwerp(6), Naples(4), Palermo(2), Cagliari(1), Geneva(1), Zurich(1).
 38,000 Crowns.
 Lutherans - Bremen(3), Magdeburg(3), Wittenburg(3). 9,000 Crowns.
 Ottomans - Buda(3), Belgrade(2), Bucharest(3), Constantinople(6), Athens(3).
 17,000 Crowns.
 Papacy - Cologne(1), Mainz(1), Trier(1), Bologna(1), Ravenna(1), Rome(4).
 6,000 Crowns rulebook limit.

Diplomacy Phase

Areas Controlled

England - Calais, England, Ireland, Denmark.
 France - France, Scotland, Savoy, Genoa, Florence.
 Hapsburgs - Austria, Bohemia, Franche Comte, Hungary, Naples, Navarre,
 Netherlands, Sardinia, Sicily, Spain, Tyrol, Milan, Portugal, Switz.
 Lutherans - Anhalt, Bremen, Brunswick, Hesse, Magdeburg, Mansfield, Saxony,
 Ansbach, Cleve, Nuremburg.
 Ottomans - Ottoman Empire, Venice.
 Papacy - Cologne, Mainz, Papal States, Trier.

Newly Taxed Cities: England - Copenhagen; France - Genoa; Hapsburgs - Milan;
 Lutherans - Nuremburg; Ottomans - Venice.

Untaxed Cities: Augsburg, Florence, Lisbon, Metz, Sienna, Stockholm.

Lutheran Religion: All Germany except Papal cities; also Denmark, Norway,
 Sweden, all Polish cities, France, Bohemia (die roll 4). Attempt to
 convert Netherlands failed (die roll 2).

Diplomatic Pouch:

The Pope has DENIED the annulment. England elects not to pursue the Divorce. THEREFORE - the Papacy receives 5 Victory Points. England loses 10 Victory Points. England remains Catholic.

Expenditure Phase

| | Eng | Fra | Hap | Lut | Ott | Pap |
|--------------|---------|---------|---------|---------|---------|---------|
| Start 1533 | 15,000 | 12,000 | 32,000 | 8,000 | 0 | 7,000 |
| Taxation | 14,000 | 21,000 | 38,000 | 9,000 | 17,000 | 6,000 |
| Gen Movement | - 5,000 | - 7,000 | -13,000 | - 3,000 | - 6,000 | |
| Aug Movement | - 1,000 | | | | - 2,000 | |
| Mercenaries | | - 5,000 | | | - 5,000 | - 5,000 |
| Start 1534 | 23,000 | 21,000 | 57,000 | 14,000 | 4,000 | 8,000 |

R & R Phase

Entering This Turn: France 2x at 1815; Hapsburgs 2x at 3614; Ottomans 2x at 5323; Papacy 1x at 3226.

Eligible Next Turn: France 1x; Lutherans 1533 and 1534 reinforcements; Ottomans 1x; Papacy 1x.

GM NOTES - 1. The adjudication in the Channel was just plain hairy this time. I'll be glad to provide an overblown copy of my reasoning upon request if anyone's puzzled.

2. The Ottoman stacks in Venice and the Adriatic are both (aug1).

3. Remember when purchasing units that they don't appear until the R & R Phase of the NEXT turn.

4. When you're computing how much you can spend on mercenaries, DON'T FORGET to deduct your general movement costs from your tax income!

Deadline for 1534 orders is 10:30 p.m. EDT on Tuesday, May 26, 1981. Press follows.

Hazel Park - Sharon Bratcher has moved. Her COA is on page 2.

Rome - It's a long way to Tipperary...

Vienna - The Hapsburgs will not support any annulment for the anti-Christ King of England.

The Vatican - The Pope, noting the lack of cooperation with his decrees, has asked all Christian countries to abide by those decrees. In related statements, he intimated that adherence to these decrees could result in the decriminalization of marijuana.

Philadelphia - The Lutheran movement has announced it's intention to "whip the anti-Christ forces of the Pope...to make the world safe for true Christians everywhere."

Hazel Park to Philadelphia - Your enclosure with your orders WAS NOT with your orders.

Hobby Queen Department

I fully support the nomination of Black Jack Masters for Hobby Queen.

First, I agree that the "mistress" of the "hobby mascot" is prima facie a candidate for such a distinction.

More importantly, Jackie's leadership role in the hobby--through her copious fakes, playing talents, and penchant for unusual (albeit sometimes silly) ideas--is greater than that of any of her competitors.

Finally, it would be good for Ardyce Masters' morale, as at least the compensation of being married to a celebrity would help ameliorate the suffering that Ardyce has to go through (don't all Diplomacy spouses have a problem with this?).

Help Make Ardyce Masters proud! ELECT JACK MASTERS HOBBY QUEEN!!!

I've received a request from Jeff Albrecht to nominate Priscilla Y. (Pussy) Galore for Queen. I got the materials too late to print them all, but in fairness to Jeff I hereby publish his nomination. I'll print his nominating speech and picture next issue, and I'll send Jack Masters a copy early for his listing of the nominees.

1981 Bjb (Machiavelli)

Spring, 1514

Oh, ****! The Plague Did It Again! Papal Siege of Florence Ends. Elite Army Raised in Naples. Famine Alleviated in Savoy.

Military Adjustments

Austria maintains 6 units, builds A4 (Elite Professional) Naples, A6 Bari. 30d spent - TL=7d.

France maintains 3, builds A3 Avignon, A4 Saluzzo. 15d spent - TL=6d.

Milan maintains 2, builds A1 Cremona, A2 Pavia. 12d spent - TL=2d.

Papacy maintains 4, builds A6 Bologna, F1 Ancona. 18d spent - TL=9d.

Venice maintains 4, builds A3 Padua, A4 Treviso. 18d spent - TL=1d.

Expenditures: France orders A-Savoy-3d (famine marker removed). TL=3d.

Austria (William Osmanson): A1 milan a TYROLEA; A2 hungary a AUSTRIA; A3 durazzo a OTRANTO; A4(EP) NAPLES s aquila; A5 trent a MILAN; A6 BARI a aquila; F2 IONIAN t a3; F3 tunis a WM.

France (Larry Boudon): A1 GENOA holds; a2 SAVOY to G1; A3 avignon a SWISS; A4 saluzzo a TURIN; F1 corsica a WGOL.

Milan (Steve D'Alessandro): A1 CREMONA s piacenza; A2 PAVIA s como; A3 COMO holds; A4 parma a PIACENZA.

Papacy (Clark Reynolds): g1 PISA to F2; A2 CAPUA a naples; A3 FLORENCE besieges (remove auto); A5 AQUILA s naples; A6 BOLOGNA holds; F1 ANCONA s ua(V).

Venice (Mike Scott): A1 ferrara a ISTRIA; A2 carniola a CROATIA; A3 padua a VERONA; A4 treviso a VICENZA; F1 albania a LA; F2 UA t a1.

Autonomous garrisons remain in Arezzo, Montferrat, Piombino, Ragusa, Sienna, Turin.

Summer 1514 Plague Phase (rolls 8, 7, 9): strikes Palermo, Genoa (remove French A1), Albania, Pisa (remove Papal F2), Tunis, Avignon, Milan (remove Austrian A5), Sardinia, Marseille, Carinthia, Ferrara, Florence (remove Papal A3), Otranto (remove Austrian A3), Corsica.

Deadline for Summer 1514 orders is 10:30 p.m. EDT on Tuesday, May 26, 1981. Press follows.

Cremona - Maximillian Sforza has declined to visit Austrian-held Milan this summer because of the pest control problem there. He recommended that the Austrians get a good exterminator soon.

Hazel Park (a paid advertisement) - Pesky foreign armies a problem? Call Death Dice Exterminators at 313-555-2368. We wipe out whole armies of critters at one fell swoop. Satisfaction guaranteed. Offices in Hazel Park and Milan.

Venice to Austria - Hey! Good work, we should plan these things - they might work better. Let me know next time!

Savoy - The newly acquired kingdom of Savoy received a famine relief program from the King of France recently. It was reported that the King said "let them eat cake" and hence several thousand cakes and pastries were delivered to end the hunger.

"Milan" to Venice - Let's not let Ferrara come between us.

Venice to Milan and France - Any ideas from you would be nice to have.

"Milan" to Papacy - Let there be peace on earth, and let it begin with us. France to Milan - Sorry about Turin, I could see no better way to maximize my security from possible AUSTRIAN thrusts. As it stands, I'm more useful to you there anyway.

Venice to the Papacy - OK - I've removed the army in Ferrara from your doorstep, per agreement.

"Milan" to France - OK on your last correspondence.

Q. How many Americans are needed to change a lightbulb?

A. Five. One to change the bulb, and four to submit an environmental impact study...

Peter James Patrick Gaughan IV. The vote was unanimous in both houses, and the Queen is said to be overjoyed that "a good Orange boy made it, even if he is a Baptist." It is rumored, however, that the new P.M.'s parents are Catholic, thereby barring him from owning a dog in London.

Mars - Astronomers at the Nix Olympica telescope have reported the presence of canals on Htrae, the third planet. They offer as evidence photographic plates showing what appears to be a canal cutting through a small peninsula on the planet's northern hemisphere. Tylbrax Zyzkrag, Helium's royal astronomer, ridiculed the canal theory: "To even expect life on such a hot planet is ridiculous. But if creatures have built a canal in that location, they are certainly not intelligent. It would be much simpler to take over the rest of the peninsula so that the waters around it would be safe for passage."

STUD Service - The Tsar went on another drunken rampage last night and proceeded to declare war on Portugal. His apparent motive was to secure a supply of cork for vodka bottles, although he reportedly said, "Any nation which calls itself the Poor-Chew-Geese deserves to be exterminated." Keeping first things first, the Tsar decided that the invasion of Portugal would follow the capture of North Africa.

Roma to the Caliphate - Rather than trying for an early turkey dinner, allow me to invite you to an old-fashioned Viennese supper. Sometime next spring if your calendar permits?

Hazel Park to Roma - Depends on whether he's a wine lover or not. Late summer or fall might be better if he is...though on the other hand, too much time in the heurigen can make one drunk enough to NMR...

Ankara (Turkish Royal Press) - The Turkish fleet was sent on manoeuvres today in an effort to prepare the fleet for the "defense of the homeland," said the Sultan's prime minister.

Roma to Petrograd - We regret that we can't fill your order for 10,000 Vespa snowmobiles, as our entire stock was recently exported to Switzerland for winter sports use. At least the guy said he was from Switzerland -

Belfast (R.I.P.) - The U.K.'s new Prime Minister, P.J. Gaughan, accepted his post and immediately left for a week's vacation in Tucson, Arizona, making him unavailable for comment even to foreign heads of state. It is rumored, however, that he will soon make a state visit to the French, German, and Norwegian capitals.

Moscow - Students marched in the streets today demanding an end to Turkish pollution of the Black Sea. The polls are showing that the population is growing more and more concerned with the Turkish problem, and the Tsar has committed himself to the defense of the environment. However, one high government official remarked, "Those kids won't be screaming for an 'Environmental War' when they find out that they're going to be the first ones drafted for it."

STUD Service - The Tsar, extremely depressed over the increasing likelihood of an "Environmental War" against the Ottoman Empire, got drunk again and ordered the annexation of Iceland, Ireland, Crete, Cyprus and the Balearic Islands.

Hazel Park - How about the Isles of Langerhans, too?

Roma to London - Dear Eddi, My very dear English friend, your last Cook's tour through our beautiful country abandoned the following items:

- 1 small child, 17 assorted dictionaries and guidebooks, 1 slightly asthmatic female tour conductor (complete with kneepants and whistle), 1 bottle of Dr. Thistwentle's Lumbago Remedy and Tonic, 1 Webley revolver (2 shots fired), and 1 corset stay engraved with a portrait of your majesty.

Should you wish the return of any of these items (with the exception of the tour guide, Lila, who has expressed an interest in touring the Alps in my company), please inform and we will send them by fastest route. Please send more tourists! Love, Berto

'81 AQ's off to a great start, isn't it? Except for the Press Game, I don't remember the last time I saw so much press in Spring 1901...It's not due to being a Mensa game, either - getting press in some of the other "M" games is about as tough as pulling your own teeth. Keep it up!!

PAX #1.....May, 1981

PAX is a subzine of the amateur publication JIHAD, and is edited and published by JIHAD publisher Glenn Overby 8 times annually.

PAX is concerned with the running of worldwide games of Diplomacy and its variants by post.

PAX is only available to players in JIHAD's worldwide Diplomacy games; no subscriptions are available at present. Some issues of PAX will appear as part of regular issues of JIHAD.

Welcome to PAX, and to JIHAD's maiden voyage into the realm of world-wide pbm gaming.

Three games will eventually be run here - international games of Diplomacy, Bourse, and Mercator III. All games will feature month-and-a-half deadlines to accommodate international postal service. (As an aside, this service presently runs 6 days from here to Manchester, England and 8-10 days from here to Tokyo, Japan by air mail. Canada should have it so good...)

Both Diplomacy and Bourse are still open. See page 2 of this JIHAD for details.

Mercator III

GAMESTART

The field is finally set for this global Dip variant - one of the original thirteen registrants has failed to confirm his registration or send his gamefee, so my former #1 standby has been called in to play.

Argentina: John R. Marsden, 6 Mauldeth Road West, Manchester M20 9WB,
UNITED KINGDOM

Austria: Dan R. Wilson, B-2-3-11, 268955, Wynne Unit, Huntsville, TX
77340, USA

Brazil: Tom Monaghan, PSC Box 837, Wurtsmith AFB, MI 48753, USA

China: Debbie Osborne, 7804 Penrod, Detroit, MI 48228, USA

England: Peter McDonald, 456 Clarence Rd, Chesterfield, Derbyshire
S40 1LQ, UNITED KINGDOM

France: Steven Davies-Morris, 174 Roanoke Rd #34, El Cajon, CA 92020,
USA

Germany: Fred C. Winter, 2625 El Rancho Dr, Brookfield, WI 53005, USA

India: Tom Butcher, Hiroo 5-8-15-203, Shibuya-ku, Tokyo, JAPAN

Italy: David Anderson, 3281 Goldner, Detroit, MI 48210, USA

Japan: Marion Bates, PO Box 381, Kalkaska, MI 49646, USA

Russia: Don Del Grande, Priestley Hall #208, 2400 Durant Ave, Berkeley,
CA 94720, USA

Turkey: Daniel S. Palter, PO Box 156, Cedarhurst, NY 11516, USA

U.S.A. Keith Mercer, R.D. #6, Mercer, PA 16137, USA

IMPORTANT NOTES: 1. Dan Wilson is a prison inmate. All mail to him should be enclosed in envelopes; NO POSTCARDS please.

2. Standard JIHAD Diplomacy houserules will be used except for the following.

a. Each player is limited to two phoned-in order sets per calendar year.

b. Mercator was designed to use prophetic builds/retreats, so we'll use prophetic builds/retreats. This means that (1) if you have a unit that may be dislodged, you should list the spaces you would prefer to retreat to in preferential order WITH YOUR ORDERS; and (2) your build/removal orders are due with the equivalent of FALL moves. This will usually call for contingent orders for retreats/builds/removals.

Mercator III Notes cont...

3. The GM will be using CCO as the abbreviation for Canarico Sea; not CAN.
4. In adjudications, CAPS REFER TO THE FINAL POSITION OF A UNIT. They will not be used to differentiate land from sea, as is British custom; nor will they distinguish components of mixed A/Fs as suggested in the rules text.
5. If you don't have rules/maps yet, let me know now. With the exception of the one "newcomer", all of you should have received them a month back.
6. If you have ANY questions, write. I expect a lot of bugs in this game at start, as both players and GM learn the quirks together.
7. Good luck.

Deadline for January, 1890 orders is 10:30 p.m. Eastern Daylight Time (GMT - 4) on Thursday, June 25, 1981. The following deadline will be on August 12th.

PAX*****PAX*****PAX*****PAX*****PAX*****PAX*****PAX*****PAX

1980 IF

SEA SONS

Winter, 1903

Turkey Turns Down a Center

England (Dennis Denfeld): Removes f bal, f stp(nc) - has f NWY, f NTH, a DEN, f NAT.

France (Alan Dickinson): Builds a PAR, f MAR - also has f LPL, a LON, a GAS, a BRE, f ENG.

Germany (Keith Mercer): Even - has a BEL, a HOL, a RUH, f KIE, a MUN.

Italy (John Daly): Builds a ROM, f NAP - also has f VEN, a BUD, a RUM, f TUN, a TRI, f ION.

Russia (Roy Henricks): Retreats a stp-otb, builds a SEV - also has a FIN, a WAR, f SWE.

Turkey (Al Pearson): Retreats a rum-UKR, no builds - also has f GRE, f AEG, f SMY, a BUL, a SER.

I have Spring orders on file for all countries.

Alan Dickinson has a COA on page 2.

Deadline for Spring 1904 orders is 10:30 p.m. EDT on Wednesday, May 27, 1981. Most press has been held up for Spring; the remainder follows.

France to Turkey - Gee, I wish I got to retreat into a center this season.

Hazel Park to France - It must be still nicer when you can afford the luxury of declining a freeby center...

Ankara - Sultan Al-Said, Sultan of All the Turks (including Greece and Serbia, but you can scratch Rumania) was happy to announce that his government was the first in Europe to recognize the Hapsburg Empire of Albania. Al-Said stated, "Sure, I recognize the Hapsburg Empire of Albania. I knew him when he was just a little nipper. Yeah, he's right over there...Huh?...He was over there a minute ago...yeah, by Greece and Trieste...No, I guess he's not there now...I wonder where he went...well, never mind."

Paris to World - We would like to bid adieu to the Austrian forces. Our compliments to the victorious leader(s). We figure it goes to show that you need friends to survive.

France to England - Are you my friend?

1980 Icv - Youngstown Variant IV

I have received the re-start information from Greg Costikyan about this game. A mailing is going out to the 10 players as you read this, and if at least five of them wish to continue, the game will be restarted in the next JIHAD.

I can still use one or two persons as standbys for this game, in case several players drop out. Just let me know of your interest. If the game goes again and your services are needed, I will supply you with a set of rules and maps for the game.

Replies are needed by May 26th in all cases - both the original players and potential standbys. Thanks.

1981 Cj1 (North America: 2020)July, 2020

MEXICAN ADVANCE STALLED...NORTHEASTERN POLITICS MUDDLED

Canada (Steven Davies-Morris): a edm-SAS; f van-DAW; a WPG-min; f hal-NAO;
a THU s a wpg-min; a ott-BUF; a TOR s a ott-buf.

C.S.A. (Marion Bates): f ric-MAO; f mia-BAH; a mem-RAL; a NOR holds;
a atl-MEM.

Deseret (Mike Scott): a slc-CED; a PHO s a slc-ced; a por-SEA; f sea-NPO;
f las-UCI.

Mexico (David Anderson): f YUC-wgm; a mex-TAM; a MTY-lar; a dur-CHI.

Quebec (Debbie Osborne): a FTR s a mtl-hul; a QUE s a mtl-hul; a mtl-HUL;
a MTL holds.

Texas (Don Swartz): a okl-LIT; a dal-LAR; a ELP s a dal-lar; f HOU-wgm.

U.S.A. (Greg Stewart): f anc-WHI; f nyc-WAS; a BOS holds; a pit-CLE;
a det-WSR; a cgo-STL; a KAN s Texas a okl-lit; a MIN holds;
a LIN s a min; a den-CHE.

Deadline for August 2020 orders is 10:30 p.m. EDT on Tuesday, May 26,
1981. Press follows.

Detroit - Organizers of the latest MichiCon got their annual chuckle once
again from "Maddog" Maddox. Sorry, Maddog, we are not having a Candy
Land festival. Or a Hungry Hungry Hippos tournament.

Washington - The Selective Service Board announced today that it is send-
ing the following well-known personalities their draft notices:
Giovanni Cacciatori IV, Nagasake Yoho, Glenn Overby II, Glenn Overby III,
Maddog Maddox, and Andre le Gaye.

Cleveland - The Cleveland Indians, World Series champs for the last 13
years, received their draft notices en masse.

Nome - After their failed attempt to escape to Canada, the little-known
last-place team, the Cleveland Indians, began shoveling snow off the
Alaska Pipeline. It seems they should finish by the end of the century.

1979 HW

FRANCE NMRS AS DISASTER STRIKES!

Fall, 1905

Austria (Tom Thornsens): a SEV s German a war-mos; a ven-ROM; a tyo-VEN;
f adr-ION; f ion-EAS; f GRE-aeg; a BUL-con; a gal-RUM.

England (Dan Palter): a bel*holds; f NWG s f edi; f EDI s f nwg.

France (Jim Moir): N.M.R. f TYH, f MID, a LON, f ENG, a SPA, a mar* hold.

Germany (Kevin Mooney): a war-MOS; a pru-LVN; a FIN-swe; f den-SKA;
f NTH-eng; a hol-BEL; a RUH s a hol-bel; a bur-PAR.

Italy (Mike Steagall): f lyo-MAR; a PIE s f lyo-mar.

Russia (Ron Kelly): a NWY-swe; f BAR-nwy; a STP s f bar-nwy.

Turkey (Steve D'Alessandro): f CON-aeg; a SMY-con; a arm-ANK.

Supply Center Chart

Austria tri vie ser gre ven bud rum bul rom sev (10) build 2

England lpl edi ~~del~~ (2) remove 1

France bre ~~del~~ ~~del~~ spa por lon tun (5) even

Germany ber mun hol den swe war kie ~~del~~ bel par mos (10) build 2

Italy ~~del~~ nap mar (2) even

Russia ~~del~~ ~~del~~ stp nwy (2) remove 1

Turkey con ank smy (3) even

English a bel must retreat to bur, pic or otb. French a mar is removed.

Keith Mercer, RD #6, Mercer, PA 16137 is asked to stand by for France.

Deadline for Winter 1905/Spring 1906 orders is 10:30 p.m. EDT on
Wednesday, May 27, 1981.

1981 Ejn (Woolworth Diplomacy)

Spring 01

Rules Change Passes. Tyrolia Twitch Commonplace in Central Europe. Austria Flunks Geography, Loses Sight of Bulgaria. French Man Maginot Line.

Austria a VIE-tyo; a BUD s Turkish a con-bul (not so ordered, impossible); f TRI-ven.
 Balkans a SER-tri; a bul-RUM; f gre-AEG.
 England (David Anderson): f lon-NTH; f EDI s f lon-nth; f lpl-NAT.
 France (Fred Davis): f bre-PIC; a par-BUR; a MAR s a par-bur.
 Germany a mun-SWI; f kie-HOL; a ber-KIE.
 Italy (Dan Palter): a VEN-tyo; a ROM-ven; f nap-TYH.
 Russia f stp(sc)-BOT; a mos-STP; a war-GAL; f sev-BLA.
 Scandinavia (Mark Luedi): f nwy-NWG; f DEN-nth; a SWE-den.
 Spain (Steven Davies-Morris): a SPA s a por; a POR s a spa; f mor-WES.
 Turkey a con-SMY; f ank-CON; a smy-ARM.

Deadline for Fall 01 orders is 10:30 p.m. EDT on Tuesday, May 26, 1981. Press follows.

Berlin to Moscow - Peace?

Zurich - The Swiss people are appalled that this time the war is real for them, too. A national call has been put out for troops to defend the Swiss borders against crazed European insurgents.

Berlin to Paris - Holland and Switzerland are mine; Belgium is yours.

1981 N

LOOK AT THOSE BUILDS - NO FRENCH FLEETS!
 (I Really Expected At Least One...)

Winter, 1901

Austria (Mark Luedi): Builds a VIE, a BUD - also has f GRE, a SER, a TRI.
 England (Michael Crane): Builds f EDI - also has f NWG, a HOL, f NTH.
 France (Larry Peery): Builds a PAR, a MAR, a BRE - also has f SPA(sc), a POR, a BEL.
 Germany (Greg Stewart): Builds a KIE - also has f DEN, a RUH, a BUR.
 Italy (David Anderson): Builds f ROM - also has a PIE, f TUN, a APU.
 Russia (Tom Ewing): Builds a MOS - also has a UKR, a SEV, f BOT.
 Turkey (Mike Steagall): Builds f CON - also has a RUM, a ARM, f BLA.

Deadline for Spring 1902 orders is 10:30 p.m. EDT on Wednesday, May 27, 1981. Press follows.

Austria to Ankara - Hi! What's up?

The Palace - The Queen today ordered the Royal Navy to seize and hold Hazel Park, home of American industrialist Glenn Overby II, after tiles from the Space Shuttle rained down on London, hampering the efforts of Hazel Park cub scouts committed to ferreting out the traitors involved in the Elton John-Potty-Trained overthrow attempt.

Kiel - It was learned today that somehow this economically deprived area had landed a big government arms and munitions contract. The Vice-Mayor of Hamburg, a reformed Putra-Shave addict, declared that "a friend in high places" had managed to shift the contract from Munich to Hamburg. He also hinted that this anonymous friend is now serving in Burgundy.

Trans-Balkan News Service - A dance craze has swept Balkan peasants off their feet. The new dance, called the Bulgarian waltz, has been made popular by Turkish regular troops and requires the dancers to skip over the second step. Although this fad has resulted in a number of ankle and leg injuries, its popularity remains untarnished. Next on the dance scene? "In" sources at Balkan discotheques say the next popular step will be the Black Sea Scuttle.

Austria to Berlin and Rome - Tyrolia Twitch = how do I spell relief??

Paris to Vienna - Would you get off your butt and do something about these pesky wops?!?!?

St. Peerigrad (Winter 1901) - The winter season was brightened this year by a new advertising campaign from Putra-Shave. Billboards appeared throughout the French Empire and in other strategic locations. The new look features a caricature profile of the Empress, Sister Lurleen Maria Peericelli, and the initials LMP/PS in fine Roman script, emblazoned on a background of paisley lime green, hot pink, and lavender, the traditional colors of Frenciana. Among new slogans reported in Peeris-Mis-Matche were:

The East Bank: Clean Up After Your Own Puppy!
Use Putra-Shave.

The West Bank: Don't pollute, give a coot!

Peeris: Cut a Kraut's Throat,
Don't Use Putra-Shave!

Peerijavo: Who Needs Kitty Litter?
Use Putra-Shave.

Peeriguex: Drink French Wine,
And You'll Double in Size.

Brussels: Adieu, mon cher!

Monaco: Clean Up the Italians.
Use Putra-Shave.

Liechtenstein: Clean Up Peeri.
Use Putra-Shave.

London - The leader of Pack #331, Hazel Park cub scouts, reported on a daring plot to overthrow the government by a firm called Potty-Trained. The plot reportedly called for the company to disguise tanks as large bottles of Sani-Flush, and then to sneak unnoticed through downtown London where they would seize the palace.

Nancy - Field Marshall Schlader confirmed today that he is a Putra-Shave addict. He also indicated that he will soon marry his pusher, a certain "Sister Lurleen", as soon as she can be found.

Loonyville to St. Peerigrad - Listen, there was some guy selling pirated Putra-Shave signs out here the other day. Who do I call? The FBI, FCC, Commerce Department, Jerry Lee Lewis, who?

Peerijavo - Following the world premiere of Immanuel, Peerijavo's latest porno-flick, Cosimo Peericelli, Archduke of Peerijavo, left today to assume command of the united Frenciana armies at the request of Empress Lurleen. The movie premiere was a great success, attended by such illustrious figures as Dolli Parsons, who played the minister's wife; Yum-yum no-nuts, the Mongolian super-stud, who played the leading role; and Roman Manopotti, who directed. Sarah Caldwell, who composed and directed the soundtrack (Very progressive, these Peerijavean dirty movies), didn't arrive in time for the premiere as her 272 blimp was stuck on the ground in Elmhurst, N.J.

The movie itself got mixed reviews. The Peerijavo Gazette called it wild and wooly, Peeris-Mis-Matche called it a horse of a different color, and the Tulsa Blade said it would cause a sensation in Enid. Norwegian Sea Command - Fleet Admirals announced a new set of standards for new enlistees, which would require them to be able to write simple abbreviations such as Nwy.

UPI Erlangen - Flags fly at half-mast over this picturesque village. Its number one son, ex-Mayor Igor Erlang, is dead at age 51. The cause of death is said to be suicide. Autopsy showed that he had shot himself nine times in the brain, then strangled himself, wrapped weighted chains around his feet and jumped into the river. An unusual suicide, but then there was nothing usual about Igor Erlang.

Koblenz - Young Luke Erlang quit his uncle's repair shop to search for the cause of his father Igor's demise. After searching his father's personal effects he found a note with a single word scrawled upon it: "REDBUD". Luke now searches for its meaning.

Classified Section, Vienna Times, Dec. 1, 1901 - Royal gent, single, caring, trustworthy, is tired of one night flings; seeks endearing and lasting relationship. Preferably intelligent, witty, and a good cook. Well-equipped kitchen ready for the right recipes. Contact Archduke Marcus, Royal Palace.

Paris to Hazel Park - Now, you promised me I'd win this game in only two years! Get with it.

(continued on page 25)

A Mighty Fortress 80

1537

WHEREIN the Siege of Mainz is successful, but the Siege of Edinburgh is repulsed; missionary activity remains at a standstill; the Hapsburg offensive in south France meets with mixed results; and the infidel Turks sit back on the sidelines and laugh...

Campaign Phase

((Positions below reflect all combat results, interrupted moves, etc.))

England (Don Swartz): 1305 2a; 1312 2x1n; 1507 2a; 1613 1n; 1706 2n; 1812 1n; 1912 4a; 2211 1n.

France (Steve D'Alessandro): 1115 1a; 1504 2a; 1520 2a1n; 1521 1a; 1714 1a2n; 1815 1a1x; 1915 1a; 1921 1x; 2117 2a; 2122 1a; 2223 1a1n; 2522 2a; 2722 1n.

Hapsburgs (William Osmanson): 1319 2n; 1320 2n; 1321 2n; 1621 2a; 1624 2a; 1824 2a; 1926 3n; 2115 2a; 2215 1a; 2220 2a; 2317 1a; 2320 2a; 2418 1a; 2420 2a; 2525 2n; 2617 1a; 3412 2a; 3427 3a; 3614 4x.

Lutherans (Tom Swider): 2316 1aWrt2m; 2408 1m; 2414 1x; 2416 1x; 2510 1aSax1m; 2611 2aAnhSax; 2612 2aHesMgd; 2711 1m; 2713 1aMns; 2714 2m; 2813 2m; 2814 1aHes1m; 2913 1aBre; 2914 2m; 2915 1m; 3008 1aMck2m; 3009 1m; 3111 1m; 3212 1aBrn1m; 3401 1m; 3709 1m; 4109 1m; 4211 1m.

Ottomans (Chuck Higgins): 2730 1a; 3331 1a1n; 3630 1n2a; 3723 2n2a; 3917 4a; 4021 2a; 4527 1x; 4722 2x; 4833 1n.

Papacy (Debbie Osborne): 2413 2a; 2820 2a; 2821 1a; 3226 1a2x.

Combats: H 2a 1522 att F 1a 1521 at 2-1/Ae (remove H 2a)
 H 2a 1621 att F 1x 1721 at 2-1/De (remove F 1x)
 H 2a 2115+1a 2215 att F 1a 2116 at 3-1/D3 (retreat F 1a to 1815)
 E siege Rouen fails for lack of 1-1
 E 1n 1812 att F 1n 1713 at 1-1/D2 (remove F 1n...no retreat path)
 E siege Edinburgh (2a 1403, 2a 1505, 2n 1604) at 3-1/A2
 (retreat E 2a 1305, 2a 1507, 2n 1706)
 L siege Trier fails for lack of 1-1
 L siege Mainz (2a 2611, 2a 2613, 2a 2712) at 6-1/Ex
 (remove P 1a, L aWrt(2713)...2aHesMgd advance 2613-2612)
 The sieges that fail for lack of 1-1 are charged to the attacker only for purposes of expenditure...

Taxation Phase

No change. England 20,000 Crowns; France 22,000 Crowns; Hapsburgs 30,000; Lutherans 16,000; Ottomans 19,000; Papacy 6,000 limit.

Diplomacy PhaseAreas Controlled

England - Calais, England, Ireland, Denmark, Sweden, Netherlands.

France - France, Scotland, Savoy, Genoa.

Hapsburgs - Austria, Bohemia, Franche Comte; Hungary, Naples, Navarre, Spain, Tyrol, Portugal, Switzerland.

Lutherans - All Germany EXCEPT Cologne, Mark, Mecklenburg, Nassau, Trier, Wurttemberg.

Ottomans - Ottoman Empire, Sardinia, Sicily, Dalmatia, Crete.

Papacy - Cologne, Papal States, Trier, Venice, Milan, Florence, Tuscany.

Cities Controlled for Tax: Lutherans take Mainz from Papacy.

Lutheran Religion: All Germany EXCEPT Cologne, Mainz, Trier; also Denmark, Sweden, Norway, Netherlands, all Polish cities.

States of War: France vs. Hapsburgs and England
 Lutherans vs. Papacy

Expenditure Phase

| | Eng | Fra | Hap | Lut | Ott | Pap |
|--------------|---------|--------|---------|---------|---------|---------|
| Start 1537 | 37,000 | 64,000 | 83,000 | 20,000 | 58,000 | 15,000 |
| Taxation | 20,000 | 22,000 | 30,000 | 16,000 | 19,000 | 6,000 |
| Gen Movement | | | | | - 7,000 | - 2,000 |
| War | -20,000 | | -30,000 | -16,000 | | |

| | Eng | Fra | Hap | Lut | Ott | Pap |
|--------------|---------|---------|---------|---------|---------|---------|
| Combat | - 8,000 | - 6,000 | - 7,000 | - 7,000 | | - 1,000 |
| Mercenaries | | - 5,000 | | | -10,000 | |
| Replacements | | | - 4,000 | - 2,000 | | - 2,000 |
| Start 1538 | 29,000 | 75,000 | 72,000 | 11,000 | 60,000 | 16,000 |

R & R Phase

 Entering This Turn: Lutherans 1aAug2m at 2814.
 Eligible Next Turn: France 1x; Hapsburgs 2a; Lutherans 1aWrt; Ottomans 2x;
 Papacy 1a.

GM Notes - I have, in accordance with the house rules, automatically re-placed all units destroyed in combat - including mercenaries - and will continue to do so unless ordered to the contrary as long as the money holds out.

Deadline for 1538 orders is 10:30 p.m. EDT on Tuesday, May 26, 1981. Press follows.

Edinburgh to London - Henry, you wouldn't let me give you Scotland, but now you want to overrun it. There have been no atrocities in Scotland. Only the Scottish cooking is atrocious.

Vienna - Has France forgotten the Sorbonne or the banishment of John Calvin in 1534? Of course, the Waldensian massacre didn't happen either.

We will also point out that the Inquisition was started by Pope Innocent III in 1208 in southern France against the Albigensians. The Hapsburgs didn't start it.

Constantinople (TNS) - It was reported today that after a brief stop along the Italian coast, Suleiman has moved on to a new villa in Dalmatia.

Meanwhile, his Realtor (Honest Harry the Turk, a Century 21 agent) is evaluating an additional site on Crete. In other news the Minister of Finance reported that Suleiman's economic plan envisions growth in GNP to support the chain of sea-side villas with wives that the Magnificent One is establishing.

Paris to Vienna - If you are people of the Book, remember "Blessed are the peacemakers..." (Matthew V:9). Think about it, Charles.

Zurich - Hapsburg troops have crossed the border with France to save all those enslaved by the Inquisition.

1981 N Press (continued from page 23)

Paris (December 25, 1901) - Sister Lurleen Maria Peericelli was crowned today in Notre Dame as Empress of Frenciana (French Empire plus Peerijavo, the Maldives, Tasmania and Tijuana, etc.) by Pope Joan XI. The ceremony finally took place after the French imperial throne, Pickelhanbe, was returned to Paris from Hazel Park, MI, where it had been resting for some years in a local park rest room. One of France's most sacred relics, the Pickelhanbe was first captured by French armies in 1815 at the battle of Water-loo. Lacking anything better to use in the heat of battle, Napoleon used the Pickelhanbe as an imperial chamber pot. Unfortunately, he sat on the wrong end. Forevermore, it has served as the final resting place of French kings in moments of distress...

Cotes de Rhone (Winter 1901) - Rumors continue to circulate here that as a last-ditch defense measure against the German invaders in Burgundy and the danger of an Italian invasion from Piedmont, last year's new wine production would be poured into the Rhone and Rhine rivers. Hopefully, the Krauts and Wops would drink it and the Pickelhanbe Connection would follow naturally...

Paris to Berlin - I'd tell you I'm going to fix your wagon but instead I think I'll buy you a new Pinto.

Berlin - A field promotion for Hans Mueller from corporal to aide-de-camp came through today from Field Marshall Schlader's headquarters.

Frenciana - In response to the German invasion of Burgundy (a vile, perfidious act of the wurst kind), the word has gone out, "To Pickelhanbe, To Pickelhanbe!" New armies are raised everywhere to meet the invaders. "A German in every Pickelhanbe!" is the new rallying cry.

1980 KWENGLISH BLOWN OUT OF NORTH SEA
Civil Disorder Rocks Central EuropeFall, 1902

Austria (David Agee): N.M.R. *resigns* a VIE and a BOH hold.
 England (Tim Bates): f NWY holds; f NWG s f nwy; a LON holds; f nth-SKA.
 France (Ned Nichols): f ENG s German f hol-nth; a BEL s a bur; a spa-POR;
 a BUR s a bel.
 Germany (Dennis Denfeld): f hol-NTH; f HEL s f hol-nth; a MUN holds;
 a kie-HOL; a den-KIE.
 Italy (Deane Sperdakos): N.M.R. a TRI, a TYO, f TYH, f ION, f TUN all
 hold.
 Russia (Steven Davies-Morris): a BUD s Italian a tyo-vie (not so ordered);
 f SEV s a gal-rum; a gal-RUM; a mos-STP; f SWE holds.
 Turkey (Debbie Osborne): f ARM holds; f con-AEC; a SER-tri; a BUL-ser;
 a GRE s a bul-ser; a ank-CON.

Supply Center Chart

 Austria ~~via~~ vie (1) remove 1
 England edi lon lpl nwy (4) even
 France bre mar par spa bel por (6) build 2
 Germany ber kie mun den hol (5) even
 Italy nap rom ven tri tun (5) even
 Russia mos stp war rum swe bud sev (7) build 2
 Turkey ank con smy bul gre ~~ser~~ ser (6) even

Eric Verheiden, 200 S Azusa Av #2, Azusa, CA 91702, is asked to stand
 by for Italy. The one-center Austria is placed into Civil Disorder.

Deadline for Winter 1902/Spring 1903 orders is 10:30 p.m. EDT on
 Wednesday, May 27, 1981.

The Song of the Night

DELAYED

Winter, 5000

Apparently Dan Palter never received his copy of the book containing
 the rules and maps. I've initiated a tracer from this end, and am arranging
 to get another copy to Dan ASAP.

All nations except Dan's nation B have orders on file. Deadline for
 orders/revisions for the Winter 5000 set-up turn is 10:30 p.m. EDT on
 Saturday, May 23, 1981.

Kingmaker 8001Chance Phase, Turn 1
Parliament in Progress

Both third round nominations fail by identical votes; passing the
 Lords 14-13-2, and failing the Commons 17-48-17.

Al Pearson's L.O.S.E.R.S. faction submits fourth round nominations:
Pole to Captain of Calais, and Percy to Lieutenant of Ireland.

All factions should submit their votes on these items to me by 10:30
 p.m. EDT on Saturday, May 23, 1981, AND inform me which nobles are going
 back from Parliament to what home castles.

Note that Grey, who did not attend, must stay at Rockingham; Talbot
must return to Ludlow to answer his event call, and the King will move to
 Ravenser after Parliament.

FINALLY - David Agee has resigned. His nobles will be executed and the
 cards sent to Chancery or the Crown Deck as appropriate immediately after
 the close of Parliament.

I commend you, the players, for superior patience in the face of the
 most ill-timed event card draw in the history of postal Kingmaker...

Kingmaker 8002Turn 2

Pre-Move: Beaufort accepts delivery on the ship le Michael.

Event Responses: Richard of Gloucester turns blue and dies. FitzAlan goes to Arundel, Beaufort to Corfe. le Lucas rides out the storms at Whitby, and le Margaret and le Swan port at Lynn.

Error Correction: le Rose should not have been allowed to move last turn, as the Chancellor of the Duchy of Cornwall had rightly interned the ship at Plymouth.

Movement

Beaufort(Corfe)-h42-**
 FitzAlan(Arundel)-h47-Farnham-h39-Windsor-London
 Grey(Coventry)-h5-Rockingham
 Hastings(Tutbury)-Shrewsbury-w10-w9-w8-Harlech(c)
 Holland(Weymouth)-h42-**
 Neville(Cardigan)-w27-w28-w29-w35-Ogmore
 Roos(Leicester(c))-h5-Northampton-h22-**
 Stafford(h13)-Kimbolton-h23-h22-**
 le Christopher(Southampton)-s20-s22-s24-s26
 le George(Weymouth)-s18-***illegal continuation***
 le Lucas remains at Whitby
 le Margaret(Lynn)-s30-s29-s28-s27-s26
 le Michael remains at Bristol
 le Nicholas interned at London
 le Rose interned at Plymouth
 le Swan(Lynn)-s30-s29-s28-s27-s26
 le Trinity(Weymouth)-s18-***illegal continuation***

Combat Phase: FitzAlan takes custody of King Henry at London. Stafford attacks Roos (50-80) at h22. (Two non-events to Stafford) The conflict is indecisive (STORMS AT SEA). Finally, Holland attacks Beaufort (160-40) at h42. Holland captures Beaufort (FRENCH RAID) - Beaufort's AB York, Saxons and le Michael are transferred unless Beaufort is ransomed.

Status of Royal Heirs: King Henry with FitzAlan; Margaret with Grey; George with Neville; both Richards are dead; others await rescue.

Turn 3 Events: STORMS AT SEA; FRENCH SIEGE - Captain Calais to Calais; PLAGUE - Canterbury; EMBASSY - King to Maldon; STORMS AT SEA; STORMS AT SEA.

Deadline for Turn 3 orders is 10:30 p.m. EDT on Tuesday, May 26, 1981. Press follows.

Grey to Stafford - Gee, I sent my fishing fleet out with instructions to go fishing, and I'll be darned if they didn't come back with the oddest story you ever heard.

Holland - Surprise, Beaufort!

London - Due to the propensity of royal heirs succumbing to the plague, Lord FitzAlan has persuaded King Henry to take a progression this summer. All necessary preparations are currently being made.

Neville to Grey - Your arrogant belligerence is astounding. Perchance, what dastardly deed did the Earl of Wiltshire commit? In any case, until you have tendered a proper gift, such as the city of Bristol, consider me belligerent and your ship le Rose may not leave the port of Plymouth.

Stafford to Grey - I'm searching for the Holy Grail. After all, that is the object of the game, isn't it?

ELO HQ - Another Yorkist bites the dust!

Hastings to Beaufort - Back to the bottom, upstart!

Sleepless Knights - Would anyone with the services of a ship please contact me. I think that means you, Mr. Grey.

Tutbury Herald - Sir Hastings was seen leaving the area today, embarking on his annual muck-about through the countryside. It is rumored that this year the noble (but slightly daft) knight will try an innovative method of navigation - a map. This news was greeted by cheers from his tenants, as the past custom was to leave a "tenant sign-post" every league along the journey.

(more on page 29)

1978 FK

Finis

1978 FK Against the Odds (Reges to W03), Jihad (Overby). A: Ron Kelly. E: Larry Cozzi (dro W03), Dan Palter (out F06). F: Bill Buck (dro W04), CD (S05), Gerald Carne. G: Leland Harmon (dro F04), Alan Dickinson (out F07). I: John McArdle (dro W03), Arturo Guajardo. R: Eric Verheiden (WINS F09). T: Anna Moraitis (out F05).

| | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | |
|---|----|----|----|----|-----|----|----|----|----|------------------|
| A | 4 | 4 | 4 | 4 | 3 | 4* | 3 | 3 | 2 | * - 1 short |
| E | 4 | 4 | 3 | 3 | 2 | 0 | | | | () - eliminated; |
| F | 6 | 6 | 7 | 7 | 7 | 9 | 10 | 10 | 9 | no units & |
| G | 4 | 4 | 6 | 4 | 2 | 1 | 0 | | | no home SC. |
| I | 5 | 5 | 5 | 5 | 6 | 5 | 4 | 4 | 5 | |
| R | 5 | 6 | 7 | 10 | 13 | 15 | 17 | 17 | 18 | WINS F09 |
| T | 4 | 4 | 2 | 1 | (1) | 0 | | | | |

Winner's Statement--Eric Verheiden, Russia: This is one game where the press was more interesting than the game (no offense intended).

Ron ((Kelly - Austria)) and I had an early alliance agreement, come what may. Beyond that, I simply outlasted the competition. As is not too unusual in a game orphaned and transferred, not a single original player survived. When the drops came, I made sure to be around to pick up the pieces.

Thanks to Jerry and Arturo for putting up a good fight.

Arturo Guajardo, Italy: There is not much one can say about this one. When I took over the Italian standby position in the Spring of 1904 the West was in disarray, as Russia seemed to be on the way to victory. Initial appeals by me to England, France, and Germany to unite and face the menace from the East were either ignored or answered by NMRs. The English standby player, Dan Palter, claimed to be interested only in driving the German, Leland Harmon, who never actually sent in any orders, into extinction. In this endeavor he was quite willing to sacrifice England to Bill Buck's France, another power that initially failed to send in moves. Until the arrival of Dickinson and Carne to take over Germany and France, respectively, I felt isolated and the sole champion of Western civilization. With the Turks and Austrians bearing down upon me, I appealed to Russia to attack Austria. These appeals were fruitless. I have since been informed by other players in the hobby that a Verheiden-Kelly combination is never broken, not even by diplomatic expediency. Fortunately, Russia did attack, or continue to attack, Turkey, whose demise through her NMRs enabled me to at least hold my own against Austria.

About this time Jerry Carne took over France. After he mopped up what he could of England and Germany, we joined forces to fight the unbeatable foe. Knowing full well we could not stop Russia, we decided on a course to stay in the running as long as possible and turn the game into a press free-for-all. In this endeavor it appears we were successful.

Once again, congratulations to Eric on his win. For the most part, I enjoyed the interaction among the players and the GM, who participated in the zany outpouring of press. The game was well run, and despite the rather marginal position I inherited, it was a thoroughly enjoyable game. My only regret is that Ron Kelly refuses to talk to me (sniff).

Gerald Carne, France: This was the first game of postal Diplomacy I ever played in. I found it fun and interesting (I hope I don't get too hooked).

I took over a strong France after it had NMRed three times. I can not help but wonder what the game would have been like if France had not NMRed those three times.

What game the Austrian was playing, I am not sure (or for that matter who he was playing with).

I did have Italian allies, though, does that explain why I didn't win? However, I must admit I enjoyed the Italian press and wondering what would happen next. (continued next page)

By the way, Glenn, did those cub scouts ever get back to Hazel Park (in time to collect their Social Security)?

Gamesmaster's Statement: It is surely no exaggeration to say that the #1 factor propelling Eric Verheiden to his rather decisive victory was the original orphaning of this game.

Immediately after the game was restarted, it was plagued by nine NMRS in the first four seasons, including three consecutively by a 7-center France, Russia's largest rival. Since JIHAD was an itty-bitty zine at the time with a smaller standby list, France actually went to CD (with 7 centers!!) at one point, until a standby could be found.

The SC chart tells most of the rest of the tale - by the time that stable governments had been installed in Germany and France, Russia had nearly doubled herself from 7 to 13 centers - while France rotted at 7 and Germany collapsed from 6 to 2. Once those developments were in place, Verheiden's abilities as a master tactician and his firm alliance with Kelly in Austria were all that was needed.

However, this game will be remembered (if, indeed, it's remembered at all) not for the play, but rather for the press. Guajardo's stories of Chicken Cacciatori and the Hazel Park cub scouts certainly did become a "press free-for-all", with all but one of the players chipping in regularly...and yours truly managed to get a timely dig or two in, as well.

I consider 1978 FK to be an important contribution to the development of JIHAD, as the tradition of free-wheeling press it established has been passed down to many of the games now being run. Thanks to each of you who was involved--particularly Arturo, Eric and Jerry--for the good times and continued contributions.

Finally, last but most certainly not least, congratulations to Eric Verheiden on a victory well-earned.

Q. How does a pubber spell relief?

A. W-H-I-T-E S-P-A-C-E.

Kingmaker 8002 Press (continued from page 27)

Grey - One Gales at Sea card now and I'll slit my throat!

EL0 to FitzAlan - It appears that the stopover on the coast won't stop you from an entrance to London. Perhaps one of the nobles in that area might. When you decide to call Parliament I hope you will look favorably in my direction.

Grey to FitzAlan - I phoned ahead to the Sheraton at St. Albans and they said that you had left. What's up, Doc?

LIP Service to Grey - One quick trip to Maldon, coming up!

Neville to LIP Service - I demand the return of the ship le Rose to its home port Plymouth, of which I, as Chancellor of the Duchy of Cornwall, am the rightful owner. Until the Admiral of England, Sir Grey, should make proper amends, I will not release that ship. You will note that my ship, le Nicholas, was interned under identical circumstances...

LIP Service - Yea, verily. The magic of the Wizard Overby has been applied to the errant vessel, and the morning watch aboard le Rose awakens to sight the walls of Plymouth town, much to the consternation of her captain...

Another Hobby Poll? Oh, NO! - Oh, yes. The Hobbie Scapegoat Poll in The Shogun's Sword. Send votes to Mike Barno, 2811 Robins St, Endwell, NY 13760, as soon as possible. (I don't recall the deadline.)

JIHAD takes absolutely no position on this poll whatsoever! I prefer to find my own scapegoats as I need them, thank you...

((Tom Swider is the editor and former publisher of The Shogun's Sword, a Class of '79 zine which is noteworthy for its variety of games, unique humor, and (until recently) so-so repro.

Tom has submitted a full-length review of Avalon Hill's game Dune, a multi-player treatment of Frank Herbert's classic SF novel.))

Dune: An Uncapsuled Review

by Tom Swider

When Avalon Hill released Dune at Origins 79, I noticed not too many people were playing it at the convention. Some people saw Dune and believed that because AH had added lots of colorful components, it was a "hyped" game which would turn out to be a dud. Other wargamers were skeptical of Dune for fear that the game wouldn't follow the book it was created from. A year later, I decided to purchase the game, and was in for a pleasant surprise.

The physical components of Dune are worth the cost of the game. Included are a mounted playing board of Arrakis, unit counters, leader counters, player shields, rules and player aid charts. The board is well done as is the case of the shields and colors; they are nice to look at. The player aid chart is also well done. Lots of information is listed on it, which is very handy when you are first learning the game.

Rules are abundant in Dune, and may be discouraging to beginners. This is not to say the game has rules flaws. Organization is one of the rules' better points. The problem lies in the fact that Dune is a game that follows the axiom "There's an exception to every rule." In order to properly enjoy the game, all players should have mastery of the rules. Dune has taken a few new approaches in play mechanics and deserves some explanation.

In a gameturn, several steps are taken. The beginning of the turn is when the storm round and spice blow takes place. The storm serves as a "random event" which players must consider in planning their strategy. Spice blows are also a random event, but have a higher level of importance since they distribute spice, Dune's monetary unit, onto the planet. Next, players may bid for treachery cards, which are handy for killing your enemy's leaders, improving your chances of winning combats, and saving your neck in tight situations. After bids are completed, movement occurs. At this time, each faction takes turns shipping units from off-the-board reserves onto the planet, and then moving tokens already on the board. Severe limitations exist for the players, since they may make only one shipment and move one stack of tokens one space. So, planning is extremely important to successful play. If after all movement is completed more than one faction occupies the same space, combat will occur. In combat resolution, a player will commit a leader and a number of tokens. Players may also play combat treachery cards to try to kill the enemy's leader or protect his own. Each player's battleplan is revealed simultaneously. First, treachery cards are checked to see if either (or both) leader(s) are killed. Then, each side derives a combat total by adding the leader's combat value to the number of tokens committed. The side with the highest total annihilates his opponent, while losing tokens equal to the number committed. Finally, players in provinces with spice may harvest it and add it to their treasuries.

The ultimate objective of the game, naturally, is to take control of Arrakis, which is accomplished by gaining control of three of the five strongholds (specially marked provinces) on the board. Factions also have short term objectives, such as gaining spice to support future attacks.

Because of the variety of options available to each player, Dune is a downright dirty game, since lots of blackmail and treachery is involved. Each player has some advantages which the other players don't have. A brief summary is as follows:

Atreides - Has the ability to look at spice blow cards for the upcoming turn, may look at treachery cards as they come up for bid, and can force his opponents to show him part of their battleplan in combat.

Bene Gesserit - As a religious cult, the Bene Gesserit can bring down with other players' shipments one free token as "spiritual advisor".

She can also use her power of "voice" which can force a player to play or avoid playing a certain card in combat. Finally, if the B.G. player can predict the turn the game will end and the winner, the B.G. player wins instead, due to her predicting the Messiah's arrival.

Emperor - The Emperor has a seemingly limitless supply of spice; all other players who win treachery cards in bids pay the Emperor.

Fremen - Native to the planet, he can thereby avoid certain unpleasant random events and has a fierce army; he does not have to pay spice to bring units onto the board, and can receive reinforcements at an incredible rate.

Guild - Since the Guild has a monopoly on space travel, all players shipping onto Dune from off-planet pay him spice to do so, while his own shipments are only half-rates.

Harkonnen - As an expert in treachery, he may hold twice as many treachery cards as the other players can. Harkonnen also receives a free card each time he buys one. Lastly, he has many leaders of other players who are traitors and will throw battles to the Harkonnen's forces whenever he wishes.

There is too much to explain about Dune in a review. This is the only criticism I have about the game. Players who are new to the game usually get confused because there is so much happening at the same time. The detail is also another reason why I feel Dune is a good game. All of the major characters in Frank Herbert's novel are portrayed along with some of the highlights of the novel.

In conclusion, I hope that this brief review may inspire some of you folks to give the game a try. Those of you who wish to buy the game and can't find it at your local game store may send \$16.00 plus \$1.60 postage and handling to The Avalon Hill Game Co., 4517 Harford Rd, Baltimore, MD 21214.

((Tom has an opening in postal Dune in Marion Bates' Plague Times. This is Tom's second game as a Dune GM - his first section was in his own zine, where I'm having more than a little trouble as the Bene Gesserit (excuse me - the B.G. witches). It looks like I've already blown my prediction, and may need to resort to military means (HA) for victory. But I digress.

In any event, Tom will be happy to provide you information, rules, and sample adjudications if you're interested. Send him a SASE for same.))

Tom Swider, 1183 Robinson Hill Rd, Endwell, NY 13760

((Ben Schilling has submitted a response to last month's review of the game Empyrean Challenge. His experience has been different from mine...))

I cannot let your review of Empyrean Challenge go unanswered: I was playing in EC #2, and had to resign in protest. The game program is very poorly debugged. Errors occur quite frequently, and Mr. Holford refuses to correct them. On one game turn, I attempted to move about 1/10 of my fuel to another colony. This colony, owned by another player, didn't have enough space for that much fuel. Instead of merely not being transferred, all of my fuel disappeared. I wrote Mr. Holford and he said that he would correct this before the next turn. He did not. None of my factories could produce on the next turn. I called...he finally corrected the fuel, but not the production. I attempted to resign by giving my colonies to another player. Despite the fact that this is allowed by the rules, Mr. Holford refused to allow this to happen. I would recommend that no one get involved in this problem area.

((I guess there's two sides to any story...Ben was involved quite a while before I was. Maybe times have changed a bit - though I'll be a bit more watchful as a result of the above.))

Diplomacy is putting off writing for just one more season, and finding out that your former allies have made it possible for you to put it off permanently...(adapted from Bob Sergeant's original in St. George)

((Larry Peery, publisher of Xenogogic, first got involved with the postal Diplomacy hobby some 15 years ago. Although inactive for most of the past seven years or so, he was an active hobby figure in the early '70s, serving as the first president of the International Diplomacy Association and authoring a book on Diplomacy.

This article, according to what Larry has told me, was inspired in part by the Class of '80 poll and survey run here a few months back ("Take THAT, Konrad Baumeister!", JIHAD #10).))

The Class of '67 Looks at the '80 Models, or
Can a Gas Hog Make it to the Pumps Ahead of a Rabbit?, or
Can a Ten Find Happiness in a World of Ones?, or
Would You Rather Live in Camelot or Gibraltar?

by Larry Peery

Like cars? Remember the '66 Caddies and Lincolns? No? Well, then you probably aren't old enough. But in 1994 I don't think too many people will remember the K Car either; or the Fiesta, Tercel, or Starlet. So it is with Dippy zines. Let me tell you about it.

In my not-so-humble opinion as a student of history, political science, and international relations; during the past few years there have been three trends at work in the nation and the world at large. Simplistically speaking; the fragile consensus toward an acceptance of diversity in the '60s (of which the Great Society was both the greatest achievement and the greatest victim), gave way to a trend toward polarity in the '70s (of which Vietnam and Watergate are two classic examples), and hinted at the potential for extremism of the '80s (with the Moral Majority, New Right, and Islamic Revolution being early barometers of future trends). If, as I suggest, this is so, what does it mean? And what does it have to do with Dippy?

Nothing and everything. I would suggest to you that Dippy, as I have observed it over the past fourteen years or so, is nothing more, or less, than a microcosm of our world and times. The same broad trends I have described for our nation and the world also exist in Dippy.

During the '60s, the so-called "Good Old Days," we had players, zines, gamesmasters/editors, etc.; the same basic components we have today. True, we didn't yet have formal organizations, but we were talking about them. What we did have was a sense of "cameraderie", "community", a uniqueness and a sense of "oneness"---coupled with a tolerance for diversity and eccentricity---that does not seem to exist now.

Then, during the '70s, "The Golden Age of Feuds," we had our own Vietnam/Watergates, of which the TDA/IDA struggle is perhaps the best documented case. On television we watched Vietnam unfold, classic "giant Dippy games;" and wondered what kind of Dippy player Henry Kissinger, Sam Ervin, or John Dean would make. (Ask me, and someday I'll tell you who in Dippy corresponds to who in Vietnam and Watergate.) Compared to that Dippy was pretty tame stuff. So, we went the game one better and developed the art of feuding within and between organizations, cliques, and zines. In that way everyone would and could play all the time without worrying about details like missed moves, incorrect orders, and improper supports. But, as always, people sooner or later got tired of it. The causes died, the protagonists faded away, and the world became simpler again. We were back to players, zines, gamesmasters/editors; and a few minor organizations which were no longer of much importance. Power had gone back to the people. The objective had again become fun. But, a legacy was there. Always. History will repeat itself. You, the Class of '80 will repeat our errors of the '60s and '70s. The Old Timers will be ignored. The seeds of future feuds are already there. And, I suspect, the Class of '80 lacks the self-discipline to prevent it.

Or will it? Perhaps I'm wrong. Perhaps this class is different. Perhaps it has the self-discipline, self-control, and self-motivation to be able to avoid the swing to polarization and to extremism. Perhaps they can break the cycle.

These are generalities. Probably only of vague interest to political scientists, historians, and students of international relations. What of specifics? In the '60s we had zines, players, gamesmasters/editors, and such. All were to be found in '66, all are to be found today. Each zine (because they are the basic blocs of our little world) had its own characteristics, its own "flavor", its own uniqueness, individuality, and vitality. Any word that could be used to describe a zine in the '60s can also probably be applied to a zine today. A few things have changed; mostly technical ones having to do with printing methods, rules interpretations, etc. But the important thing, the flavor of the entire period, was different. In the '60s we let a "hundred flowers bloom". Then, in the '70s, we tried to pluck every one that didn't look like ours. And, in the '80s, who knows? Perhaps Dippy can find a Madame Mao to use for a scapegoat. Darwin may be right about survival of the fittest, but that does not certainly guarantee survival of the best. Look at who survives from the '60s. GRAUSTARK and BUSHWACKER are two good examples (Maybe the only two examples). Were they the best? No one would argue that, I think. They both survive, virtually unchanged. That in itself suggests something. The pyramids also survive virtually unchanged; simple, strong, and dull. And, let me be clear, these are not always faults. But what of EREHWON, ARMAGEDDONIA, ADAG, etc.? They are gone. Complex, fragile, but exciting. And gone. Would you rather live on Gibraltar or in Camelot?

In his comments Glenn listed six qualities he thought important in Dippy zines. ((Quality of gamesmastering, uniqueness of article content, reliability, physical quality, literacy, variety of games--Ed.)) I agree with them. In '66 we would have added another, rules interpretations, since there was then no revised Rulebook and every Dippy gamesmaster was also a law-giver and interpreter. Some of us were Douglasses, some of us were Burgers, but where were the Warrens and Frankfurters? He also lists seventeen zines in his own class. I have only seen five of them but, and this is worth nothing or perhaps everything, those five included five of the top six in the ratings.

Comparing a Dippy archive of thousands of issues of hundreds of different zines reaching back to 1966, with a fistful of first issues of new zines may be the height of folly. But I don't think so. One thing I've noted and which I'll discuss below is that Dippy zines tend to follow their own trends and these trends are established early. A good zine in its first issue is likely to remain a good zine. The reverse is also true. Taking the zines I have seen: BLACK FROG, JIHAD, JUST AMONG FRIENDS, LIFE OF MONTY, and LONE STAR DIPLOMAT: I would generally give them high marks, plus or minus the individualness that makes each of them a unique creation.

Perhaps what is important is not whether a zine, player, editor or gamesmaster rates a ten or a one at any given moment but its, or his, capacity for growth, for change, for improvement. Like women, some Dippy zines age well, some don't age at all, some hide it, some few don't seem to show their age at all, and some never grow up! Zines seem to follow one of four patterns: (1) a steady improvement; (2) a steady decline; (3) a constant plateau of accomplishment (high or low); (4) an erratic non-pattern that is a pattern in itself. A zine may start as a one and grow to be a five; a zine starts at five and grows to be an eight; a zine starts at ten and heads for one, etc. Can we all be tens, fives, or ones? Should we all be tens? I suggest not. In Dippy, as much as anywhere else, I firmly subscribe to the idea that variety is the spice of life. A cliché, but oh, so true.

This evolutionary process is the fascinating part of Dippy, at least for me. After you've seen and played in as many games as I have, and gamesmastered more than you can remember, they do tend to look alike (except for the ones you've won---let me tell you about 1966 O...). Watching zines, players, and even orgs grow and ... And remember, these are living organisms. They also draw their vitality from their publishers and players. Without that input they would wither. I suggest, perhaps, that the chief danger of orgs is that they siphon off energy from the zines and players who are supporting them. Thereby helping to destroy, or at least hamper, the very thing they are supposed to be helping.

If the trend I suggested and projected for the '80s, that of one toward extremism, develops, what will happen in Dippy? Can we reverse it? Should we? What will its manifestations be? Perhaps, if anyone is interested, I'll share my thoughts on that.

When we look at the Class of '80 we should ask ourself is there a capacity for growth there? What kind? Will it be quantitative, as is so often the case; or will it be qualitative, as we so often wish? Hope for the first, pray for the second is my advice. Is there an EREHWON, ADAG or BROB out there? Is there a GRAUSTARK or BUSHWACKER? Yes, potentially, they are all out there. But, let's not be foolish and keep trying to find those old zines in the new ones. God forbid.

Let's enjoy the Class of '80 for itself. I, for one, am looking forward to it. At least one zine, JIHAD, meets my criteria for a zine I would want to play in, I would want to read, I would want to publish in (which is why you are reading this article), and which I hope the Post Office loses John Boardman's copy of. And that's high praise when you haven't been motivated to play in--oh God, how many years has it been?

And I'm going to raze Jack Masters' BLACK FROG all to hell and back about Astrology. And I don't give a damn what Conner thinks. Texas is for the pits, and if he doesn't like it, I'll have one of my uncles (who just happens to be a wheel with some dumb bank down in Dallas, or Houston, or one of those puny little oil towns) buy JR's spread and ship it all to a backlot somewhere in Burbank. And, don't worry, Overby will get his too. The Ayatollah Peericelli hasn't been heard from either. You see, XENOGOGIC is coming back and the Class of '67 will have somebody around to bug the hell out of the Class of '80, and '81, and ...

After all, isn't that what it's all about?

Larry Peery, PO Box 8416, San Diego, CA 92102

((This variant, Purest Diplomacy, was designed by Roland Prevot in 1975 and published first in the Belgian zine Logenbeek #14. The name's a good selection, as diplomacy is all there is in this game. Certainly the "tactics" won't be too difficult, as you shall see...))

1. All regular rules of Diplomacy are used, except as noted below.
2. There are seven spaces: Churchill Land (Chu), Tulipe (Tul), Eccles (Ecc), Maseru (Mas), Eden (Ede), Imryrr (Imr), Calhameria (Cal).
3. Each space is the home center of one of the seven players.
4. Each space is adjacent to every other space.
5. Each player begins with one army on his own home province. There are no fleets.
6. Retreats are not allowed. A dislodged unit is annihilated.
7. Victory criterion is ownership of 4 supply centers.
8. First game year is 01.

((That's it. Raw negotiations, and somewhat brutal penalties for failure. How can you resist?

I'm opening up one section of this game in JIHAD. It won't take up much time to GM, and I think that the game has some nasty potential not readily apparent. No fee; just write if you feel like experimenting.))

This has been a long, hard issue to type for this poor two-finger typist. If my befuddled brain simply won't come up with good filler for these darn little spaces this time, please forgive me...

Contest Corner

Last month's twin contests drew the largest response of any contests I've run yet, although surprisingly few of the entrants actually submitted complete and correct answers. The winners:

a. England - Austria. Tom Swider, Spring 1905:

s01 f lon-ENG, f edi-NTH, a lpl-YOR.
 f01 f eng-MID, f NTH c a yor-bel, a yor-BEL.
 w01 Build a lon.
 s02 f mid-NAF, f NTH c a lon-bel, a bel-BUR, a lon-BEL.
 f02 f naf-TUN, f NTH h, a BUR h, a bel-RUH.
 s03 f tun-ION, f NTH h, a bur-MUN, a BEL s a bur-mun.
 f03 f ion-ADR, f NTH h, a mun-TYO, a ruh-MUN.
 s04 f ADR s a tyo-tri, f NTH h, a tyo-TRI, a mun-BOH.
 f04 f ADR and f NTH say Hi to Pam, a TRI s a boh-vie, a boh-VIE.
 s05 f ADR wins 2 free issues of JIHAD, f NTH says make tougher contests, a TRI s a vie-bud, a vie-BUD.

b. Austria - England. Ben Schilling, Fall 1905:

s01 a bud-VIE, a vie-TYO, f tri-ALB.
 f01 a vie-BOH, a TYO h, f alb-ION.
 s02 a boh-MUN, a TYO s a boh-mun, f ion-TUN.
 f02 a mun-RUH, a tyo-MUN, f tun-WES.
 w02 Build a tri.
 s03 a ruh-BEL, a mun-RUH, f wes-MID, a tri-TYO.
 f03 a bel-PIC, a ruh-BEL, f mid-ENG, a tyo-MUN.
 s04 a pic-WAL, a BEL h, f ENG c a pic-wal, a mun-RUH.
 f04 a wal-YOR, a bel-WAL, f ENG c a bel-wal, a ruh-BEL.
 s05 a YOR s a wal-lpl, a wal-LPL, f ENG c a bel-wal, a bel-WAL.
 f05 a yor-EDI, a LPL s a yor-edl, f eng-LON, a WAL s f eng-lon.

Both Tom and Ben win two free issues.

Others submitting correct solutions (alphabetical order):

E to A: Dennis Denfeld, Mark Larzelere, Al Pearson, Dan Wilson.
 A to E: Paul Larsen, Mark Larzelere.

The most common errors were trying to move a lpl-lon in problem a, and taking one season too long to crack England in problem b.

- - - - -
 The Fake Contest is still running till July 1st. Your successful fake of Jihad, Envoy, or Lone Star Diplomat just might win you 24 issues of each...

- - - - -
 This month's contest is a distant cousin of last month's...

You and a close friend drew Austria and Italy in a game of regular Diplomacy run on a British no-standby system. All five of your opponents are incensed by the two of you being placed side by side, and resign. The two of you, instead of knifing each other, agree to play for a two-way draw.

Play out the position for Austria and Italy, and see how long it takes for you to split the centers 17-17 while observing the regular rules of Diplomacy.

Contest b - same task, except that you and your friend are Russia and Germany...

Winners of each contest will win the customary two free issues.

- - - - -
 June and July contests have been submitted by Ben Schilling and Don Del Grande, respectively. Watch for them!

Contest Corner has been moved to page 35 this month, since it's so long...

#

JIHAD First Anniversary Awards

No brickbats here (such as the ones in Black Frog's awards issue) - just bouquets for a few folks that help make this hobby better.

Outstanding Zine: Diplomacy Digest (Mark Berch). DD is a great source of all manner of information, and provides the hobby with a much-needed unifying influence as well as a sense of history.

Best New Zine: Lone Star Diplomat (Mike Conner). This zine started off strong, and has continually improved issue after issue.

Best Single Zine Issues: St. George and the Dragon #61 (5th annish)
Cheesecake #14 ("warehouse" issue)
Black Frog #23 (Christmas catalog)
Cheesecake #20 (Allan Calhamer WW I color book)
Diplomacy Digest #34/35/36 (Lexicon of Dippy)

Outstanding GMs (only those I've played under; others get honorable mention)

Diplomacy GM: John Daly (The Dogs of War)
 honorable mention - Bob Sergeant (St. George and the Dragon)

Variant Dip GM: Fred C. Davis Jr. (Bushwacker)
 honorable mention - John R. Marsden (Ode)

Kingmaker GM: Roy Henricks (Envoy) (lateness notwithstanding)

Other Games GM: Mark Matuschak (En Garde! in The Buzzard's Breath)

Outstanding Players: Greg Haskew (1980 Q, 1980 HV)
 Kathy Byrne (1980 KI, 1981 F)
 Mike Scott (1980 E, Machiavelli #2)
 Chuck Higgins (Kingmaker 5-79)

Special Award for Hobby Service in the Face of Almost Unconquerable Adversity and General Nonsense: Lee Kendter, Sr., for doing the very demanding Boardman Number Custodian job the way it should be done...

Special Award for Good Taste: All 101 of you on the JIHAD mailing list.

PAT YOURSELVES ON THE BACK, ALL OF YOU!!

you've earned it, after all...

Looking at Next Month

I'm not looking at next month very hard, I'll tell you. I need to take a nice, long break after this issue.

I apologize for the three-day delay in this monster. It points up the one problem with an offset-printed zine--dependence upon an outside source for producing the necessary copies. When I couldn't finish in time for Friday morning, the 1st, it precluded printing 'til Monday. That's life...

I hope that you all derived some added enjoyment from this special issue of JIHAD. In spite of a certain numbness of the brain setting in after looking at my typewriter all this time, I'm glad I did it.

Thanks again to all of you for your support throughout this first year. I couldn't - no, make that wouldn't - have pulled it off without all those nice words of encouragement.

You'll just have to wait till June 1st to find out what I'm putting in JIHAD #14...but rest assured, I'll be trying to uphold the standards I've set over the past 12 months.

Until next time, may you all continue to have the best of everything.

From Women Only

No. 1

Hello. My name is Jeri. Welcome to our subxyn.

I know that Pam and I should be introducing ourselves here, but we're going to make you wait 'til page 2 for that. There's something more important we have to discuss first...

When we received Black Frog #38, we found a topic tailor-made for our first issue. The Hobby Queen Poll. I thought for a long time (at least five seconds), discussed it with Pam, and decided to nominate the only person really deserving of this honor. The suggestion was made to nominate notable personalities, "hobby wives-mothers-sisters, daughters, etc., sweethearts, fiancée, lover or whatever." Pam and I haven't decided yet if our candidate is an etc. or a whatever.

We feel the only choice for Hobby Queen is the mistress of the hobby mascot, our beloved friend, Black Jack Masters - Or perhaps in honor of the occasion Black "Jackie" Masters. As a publisher, player, and wit? Jackie is without peer as a candidate. I would say head and shoulders above the competition however I understand she'll have to grow a bit taller first.

You can see by Jackie's picture below that she has all the physical attributes necessary to make a truly impressive Queen.

We ask all of you to give your support to our candidate. Our phone calling seems to show that Jackie is not just the best, but the only choice to represent the hobby as Queen.

((This was going to be at the top of the page, but after looking at this lovable picture we just had to give Jackie top billing. Don't you agree?))



(drawing courtesy of Al Pearson)

From Women Only is a subzine of JIHAD, devoted to the open discussion of female perspectives in the postal Diplomacy hobby. It is edited by Jeri and Pamela Overby, and is available only through subscription to JIHAD at this time.

This first issue of F.W.O. is also being published in Whitestonia in short form, so Jack Masters' chances in the Hobby Queen Poll can be improved. Many thanks to John Caruso for letting us get started in his zine.

WITH THIS FIRST ISSUE of FWO, perhaps we should tell you some more about us... I (Jeri) seem to be short, fat, and red-headed with lots of gray mixed in, but of course that is an optical illusion. I am really 6 feet tall and thin. Beautiful and rich, too. (If you believe that, I have some swampland in Florida I'd like to sell to you.)

I'm 46 years old and the mother of Glenn, Terry, and Pam. Terry is the weird non-game-playing one. You all know Glenn, and will shortly know more of Pam. I've been playing games of one kind or another for over 40 years, but had to raise my own opponents -

/!/Hi. My name is Pam. (That's what the /!/ is for, it's like quotes to tell you that it's me.) I'm the one who Jeri said you'd get to know better. Well, here I am. I'm about 5'6" brown hair and blue eyes. As a few of you know I'm the baby of the family but I'm not all that much of a baby - as "Lover Al" knows, for without his assistance I would not be an Air National Guard Law Enforcement Specialist (Behave yourselves!).

This is it, Al, a thank you in public for your help in obtaining my birth certificate and all before they would have thrown me out.

That's enough of me, you'll learn more as you get to know From Women Only. Good luck./!/
Only.

Do We Really Want to Open a Game?

Yes, we do - we already have. FWO will have one game of regular Diplomacy which Jeri will GM. We will use JIHAD's regular houserules, and the cost is a \$5 game fee. This fee is negotiable depending on how good a friend you are. So far we have three players:

David Anderson, Tim Bates, Dan Wilson - we still need 4 more.

The Rules of the Xyn

Our rules for the xyn are simple, while males can play and write press, only women can write anything else. All the females who are connected with our hobby in any way are invited, even begged on occassion, to send us their thoughts. We believe that there are not enough females involved in gaming.

If you wish to say anything and retain your anonymity we will honor your requests. Glenn will do no editing, and Pam and I will only edit for space.

We believe also that women should become involved in all aspects of life - politics, business, government, science, etc. So stand up and be heard in any aspect you wish to discuss. We'll also try to laugh a little along the way -

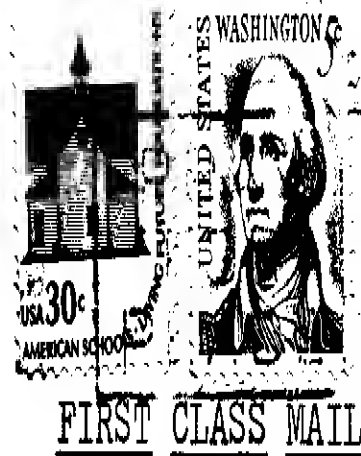
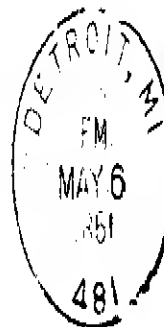
So until next month, take care of yourselves.

Jeri

&

Pam

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